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ISSUE 20

JUNE 1994

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KING OF DRAGONS
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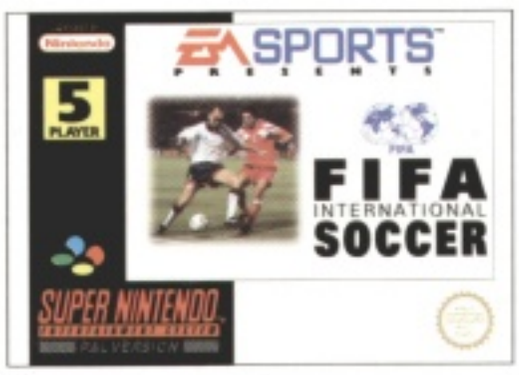

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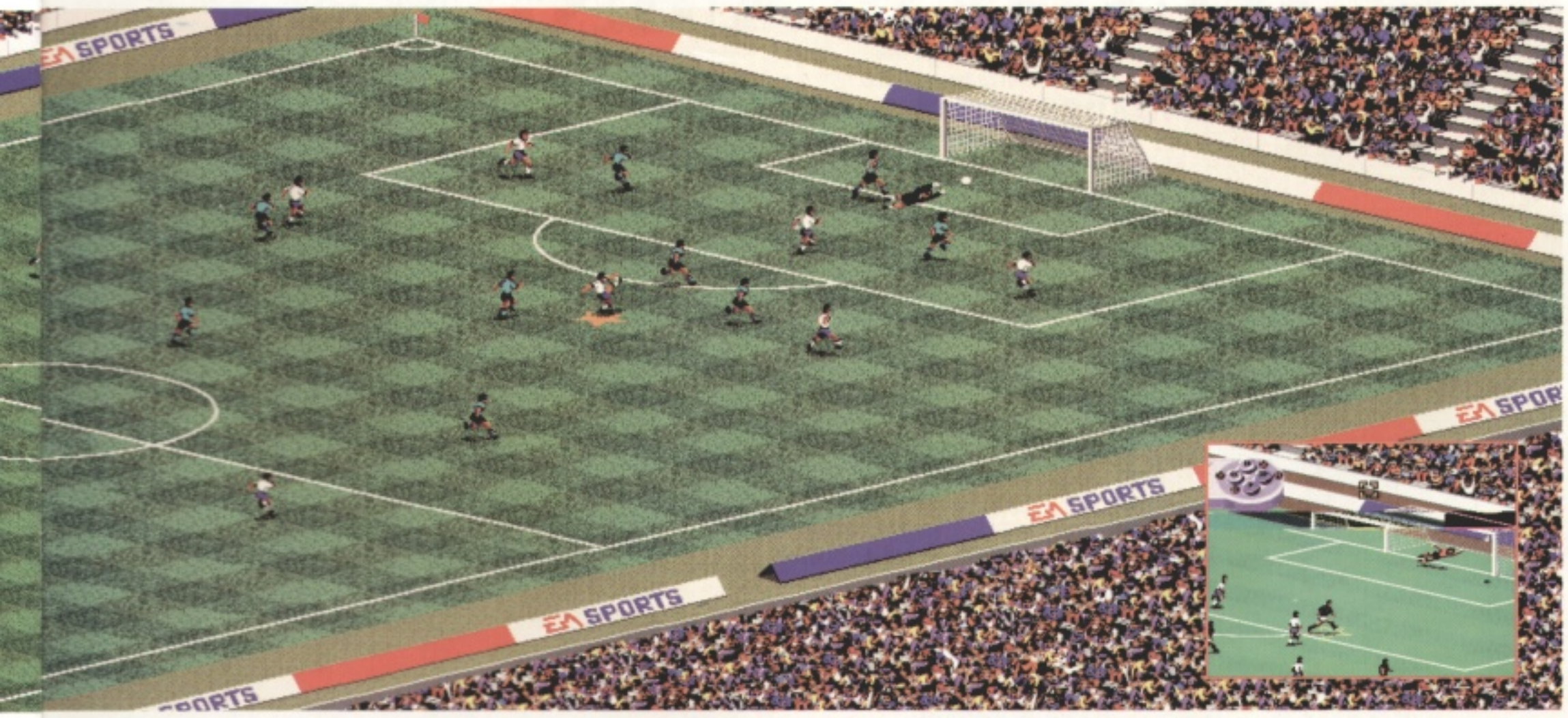

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Super Play

June 1994 Issue 20

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Here's another competition for the people who sent in haiku poems (we're judging them at the mo). Tell us which Japanese company makes the ZZ-R1100 and the GPZ500S. The address is: *Super Play*, Future Publishing, 30 Monmouth St, Bath BA1 2BW. Get it right and win a cart (tell us which one you'd like).

Next issue on sale: Thursday, 2 June 1994

***Super Play* comes from the office of *MEGA*, whose editor has just come back from honeymoon. We also do: *GamesMaster*, *Amiga Power*, *Total!*, *CD ROM Today*, *Sega Power*, *Amiga Format*, *PC Format*, *ST Format*, *Edge* and *PC Gamer*.**

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Call *Super Play* on Thursdays only, between 2pm and 6pm. Do NOT call for gaming advice! Phone the Nintendo Hotline (0703) 652222.

'Never get involved in a land war in Asia.'

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Future PUBLISHING

SUPER PLAY EDITORIAL

FROM THE BIG CHAIR

Our full contents listing starts just over the page

Super Metroid is here. It's a massive game, it was a massive hit in Japan and we're giving it massive coverage. Find out why on page 36.

The world of Super Nintendo follows fashions and trends, just like everything else. And, as you will be fully aware, football is very trendy at the moment. It's all to do with the World Cup, of course. But a great many software publishers out there are either releasing new games or updating their existing titles to take advantage of the greatest media event of this year.

So it makes sense for us to gather together all the old football games and add all the latest ones in a massive feature, which will tell you everything you need to know about playing soccer on your SNES. Not only is the feature (see page 26) packed with buying recommendations and info, but it's also fascinating to see how the playability has progressed each year, and how the Japanese view our national sport.

Bought any cheap games lately? If this sounds like a stupid question because there *are* no cheap games on the SNES, think again. The machine is very established nowadays, and the early games which helped to make it so have been replaced many times over with games which are generally better (but often much worse). So old games are available for much less than you'd think. Turn to page 62 to find out more.

If you own a Game Boy, you'll be aware that the playing style is vastly different to the SNES, but can still be a lot of fun, despite the graphics and sound limitations. That's why we're featuring the Super Game Boy. This is a device which will let you play Game Boy games on your Super Nintendo. It sounds bizarre, but we've got a feeling this could be one of the surprise hits of the year.

What else? Oh yes, there's the guide everyone's been asking for: *Mega Man X*. We set Zy and Allan Brett onto it, determined to find out all its secrets. And if you turn to page 68, you'll find out that that's exactly what they did.

This is a great issue of *Super Play*. So enjoy it!

James Leach

James Leach, Editor

INDEPENDENT SUPER NINTENDO MAGAZINE
Super PLAY

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That news pipeline leads directly from Japan, America and London. And it has an outflow pipe in the middle of the *Super Play* office. Hence the up-to-the-second news, and the horrible smell.

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Our hero is here once more. And under his poncho there nestles a collection of the finest answers he's ever written.

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You write in with relevant topics and we answer them with a serious furrow of concentration. Sometimes, we just have a laugh. It's a bit of a mishmash, really.

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SUPERMARKET 92
This bit is like those Moroccan bazaars where you can buy carpets and metal ornaments. Only the main trade here is in hardware and cartridges.

NEXT MONTH 98
We always have a Next Month page. If we didn't, the mag would somehow feel as if it didn't have a proper ending. Like the *Ren And Stimpy Show*, in fact.

ABC: 50,578*
*Super Play's circulation – measured by the Audit Bureau of Circulation.

LIVE FROM HELL CITY

If Japan is the place for you, read all about it in Hell City. You'll learn many strange Oriental things, as well as finding out about the SNES games the Japanese are making a fuss about.

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MEGA MAN X

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UK & IMPORT GAME REVIEWS

UK & IMPORT GAME REVIEWS index

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KING OF DRAGONS

There are some brilliant bits in this. Honestly, they're dead impressive and will scare your socks off. But that doesn't mean it's necessarily a great game…

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OK, so they're cute. But are they having a bad hair day? You know the drill – turn to the right page (48) and all will be revealed.

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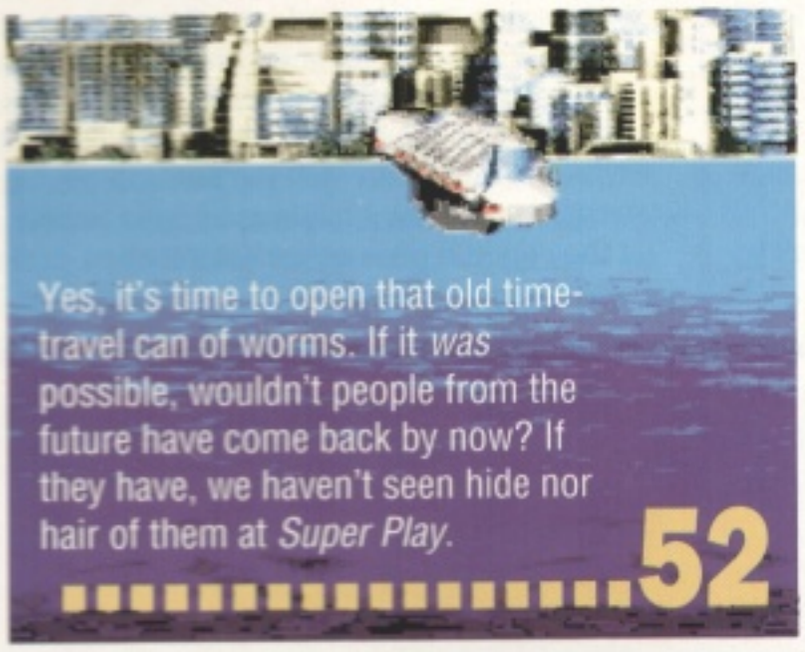

Yes, it's time to open that old time-travel can of worms. If it *was* possible, wouldn't people from the future have come back by now? If they have, we haven't seen hide nor hair of them at *Super Play*.

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Could this game be better than *Mega Man X*? Well, there's a big chance that it could. And you're not going to find out until you've read our major review and guide.

SUPER METROID

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Super Play leaves home, again!

James Leach

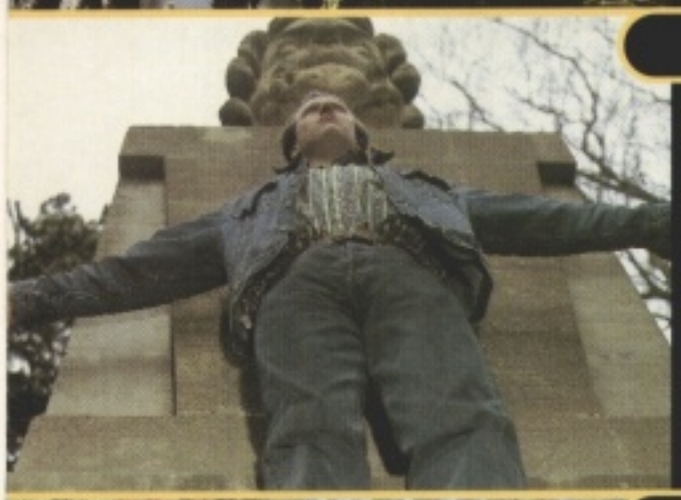
I'm running away: Because I can't handle the stresses and strains of modern living
And now I feel: Calm. And I've made a new friend (left)
The outdoor life is: Free of phones, faxes and traffic
I'll return to civilisation when: Its infrastructure collapses
Until then: I'm staying with my new chum, Charlie

Sue Grant

I'm running away: From a pile of bills as high as a small child
And now I feel: Hunted. Like some do-or-die fugitive
The outdoor life is: Tough when they're looking for you
I'll return to civilisation when: I've got a new identity
Until then: I'm a wild-eyed renegade, moving by night and sleeping during daylight

Zy Nicholson

I'm running away: From my true, inner karmic self
And now I feel: At peace with the tantric circle of life itself
The outdoor life is: The path to heavenly enlightenment and the key to the third soul
I'll return to civilisation when: I can teach as well as learn
Until then: I'll dwell in the garden of my dream children



Tony Mott

I'm running away: Because the others told me to
And now I feel: Cold and a bit silly standing on this statue
The outdoor life is: Muddy and there are no shops or garages
I'll return to civilisation when: The rest of the team say I can
Until then: I'll stand around and shiver a lot in a bored way. I wonder what's on telly?

Lisa Nicholls

I'm running away: To look at the lovely flowers and trees
And now I feel: Romantic, but in a wholesome sort of way
The outdoor life is: Exciting for a city girl like me
I'll return to civilisation when: I've smelt the roses, danced around and kissed the moon
Until then: I'll hide my purse, in case some tramp nicks it

Wil Overton

I'm running away: Because – oh look, I don't want to do this
And now I feel: I told you I didn't like the countryside
The outdoor life is: Can we go in now? I want to play *Mana*
I'll return to civilisation when: And I'm not answering these stupid questions, you hear?
Until then: I'm kipping. Wake me up when you've finished

SUPER

NEWS NETWORK SUPER NINTENDO NEW

In Super Express this month: Nintendo and Williams talk Project Reality; *Pac Attack*, *Eek! The Cat* and *SOS* previewed; news of *Super Street Fighter II X*; and those lovable rogues, Kris and Tel, are back in Blabbermouth.

In a surprising move by both companies, Nintendo has announced a deal with Williams – the manufacturer of *Mortal Kombat* – which could have serious consequences for the future of the Japanese corporation. It could even mean the end of Nintendo's 'family' policy regarding software content.

Arcade supremos Williams (WMS Industries) is the latest to follow Silicon Graphics and Rare by committing itself to undertake development for Project Reality. The company has a respected reputation in the coin-op market, with a splendid track record that includes both *Mortal Kombat* games and *NBA Jam*, as well as classics like *Robotron* and *Smash TV*. Now it has decided that it wants PR technology to be at the heart of its next wave of arcade machines.

The first game for this new wave has already been announced: *Killer Instinct* will be a futuristic 3D beat-'em-up in the *Virtua Fighters* vein. Interested parties will be watching the new arcade machines closely, as they should give an early indication of the Project Reality engine. It's on the software

EXPRESS

VS NETWORK SUPER NINTENDO NEWS NETWORK SUPER NINTENDO

NINTENDO ADOPTS KILLER INSTINCT

side where the real controversy lies, though. High-profile games publisher Acclaim has a deal which gives them the rights to produce home console conversions of Williams games: but this will expire in March 1995 – then Nintendo will step in and take over the exclusive license to all home versions. This means we can expect not just *Killer Instinct*, but also any potential *MKIII* or *NBA Jam II* sequels, to appear only on Nintendo machines. With Williams' record for creating monster hit games, it's an arrangement that could prove incredibly lucrative.

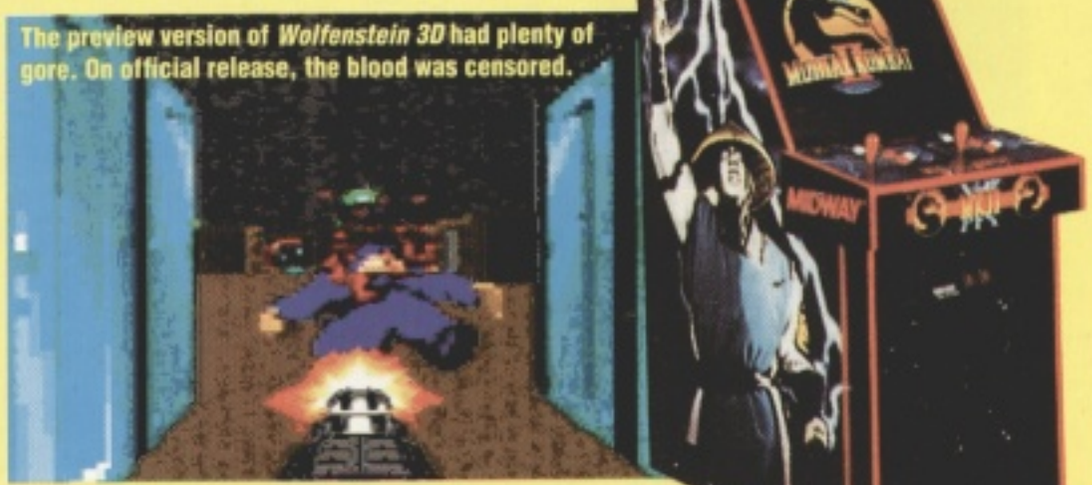
The deal will have major repercussions throughout the Nintendo organisation, not least in terms of its software philosophy. Currently, words like 'kill' and 'killer' are not allowed to appear on a cartridge. Howard Lincoln, Nintendo of America's chairman, explained that the company was 'in the process of evaluating' its own guidelines. 'It's fair to say you're going to see a much more competitive and flexible Nintendo in the future. We will continue to be a family orientated company, but when the [US games] rating system comes in we will have the license to go a little further'.*

It seems that Nintendo is finally ready to offer a more mature approach – many industry observers believe that it was only a matter of time. With Project Reality, the company plans to step into a more adult arena where software will determine the market leader. The 64-bit superconsole's credibility would be seriously damaged if its games had to be sanitised for 'universal' appeal to all age groups.

Super Nintendo owners are unlikely to see any immediate changes in policy. The company built its reputation on the Famicom (meaning 'Family Computer'), and will probably remain cautious with existing formats. In the recent American Senate hearings, Nintendo escaped much of the criticism levelled at Sega because of this reputation for wholesome entertainment. Until the US games rating system is established, we'll continue to see carts like *Wolfenstein 3D* and *Mortal Kombat* being censored.

Meanwhile, the rumours of Project Reality continue to thrive unchecked. Square, the developer of *Secret Of Mana*, is said to be considering a massive *Final Fantasy* game (perhaps even *FFVII*, the next in the series) occupying an unprecedented 126 Mbit cart for the new console. Completely unsubstantiated don't-quote-us-on-that news is that *Legend Of Zelda V* will be for the SNES after all, appearing around Christmas. It's one of those stories you want to believe, that's the problem...

*Quoted from *Computer Trade Weekly*, issue 482.



The preview version of *Wolfenstein 3D* had plenty of gore. On official release, the blood was censored.

AKIRA AMERICAN COLLECTOR CARDS

Exclusively on the cover of *Super Play* next month you will find a set of collector cards, featuring action from the classic anime movie, *Akira*.

These cards are to mark the entrance of Manga Video into the collector card market. Trading cards, as they're known in the US, are big business. In 1992 US collectors spent over $300 million on cards. And over 50,000 dealers/buyers attended the Chicago 1993 Collector Card Convention.

Super Play's July issue will carry three exclusive *Akira* cards on the cover, each officially licensed by Manga. It's the biggest promotion of its kind ever, and because the cards on the cover of *Super Play* will not be available anywhere else, they're immediately collectable and rare.

Manga will be releasing the *Akira* Full Master Set of 100 cards, as well as the prized Prism Sub Card Set. They'll also be distributing the *Special Collector's Album*, to keep your collection in mint condition, and maintain its value.

Super Play's advice is to get hold of next month's copy of the mag and hang onto those images. Manga Video's *Akira* trading cards are going to be hot property.

Next month, we'll have more info on the cult you can be in on from the beginning.

Tetsuo finds himself blessed with super powers...

... but gets carried away. True hero, Kaneda steps in to help.

SUPER STREET FIGHTER II X

Grand Master Challenge

Capcom have subtly confirmed that *Super Street Fighter II* is coming to the SNES this Summer. The news coincides with the arcade debut of the latest *SFII* coin-op, *Super SFII 'X'*.

As you'd expect, *X* gives new moves to the old characters. Now Honda can squash you into the floor, whilst Ken has an aerial throw and a knee grab. Zangief's new move stops fireballs, whilst D Jay and Chun Li have a three-hit air kick. Improvements include Dhalsim's Yoga Flame, which can now be aimed upwards into the air.

There's also a slight change in strategy. When a special move is performed, an energy bar fills up. At full capacity it enables you to perform a Super Move – like Ken's five-hit Dragon Punch, or Zangief's triple back-breaker and spinning power drive.

But where's *Street Fighter III*? Capcom have taken out an advert in the American computer mags which simply reads 'SUPER', in big letters, 'coming this Summer'. Good news if you're hoping for another *SFII* game on your console, but a disappointment for those expecting something new. Christmas sales of *SFII Turbo* weren't as high as many had forecast, so we'll be interested to see just how much excitement this news generates. And the big question remains – will the SNES cartridge contain '*X*', or just *Super Street Fighter II*?

Meanwhile, Data East has dealt an almighty Dragon Punch to Capcom in the California Law Courts. Capcom had claimed that *Fighter's History*, a Data East coin-op beat-'em-up, infringed their copyright by blatantly stealing the 'total concept and feel' of *Street Fighter II*. True gamefans would probably have sided with Capcom in this particular instance – the game features uncannily identical characters and moves – but Judge William Orrick settled the case in Data East's favour, stating that the similarities were 'unprotectable commonplace features... such as its stereotypical fight characters and its reliance on unoriginal fighting techniques derived from the martial arts'. Publishers of other *SFII* clones were watching the case worriedly, but it seems they can breath a sigh of relief. *Fighter's History 2* is in development.

They've put the speed back in *X* and added some lovely graphical touches.

How many more *Street Fighter* games will we see, before the interest fades?

Apparently, Cammy gets more fan mail than Chun Li now. But they're still chums.

FANHUNTER

You'll find no finer fanzines

By Zy Nicholson

This month's postbag was reassuringly packed with superb zines. Best of all, I found some that were incredibly cheap – even free! – and it gave me a warm, gooey feeling inside to find, finally, people who were producing and distributing fanzines for the sheer love of it. Shucks.

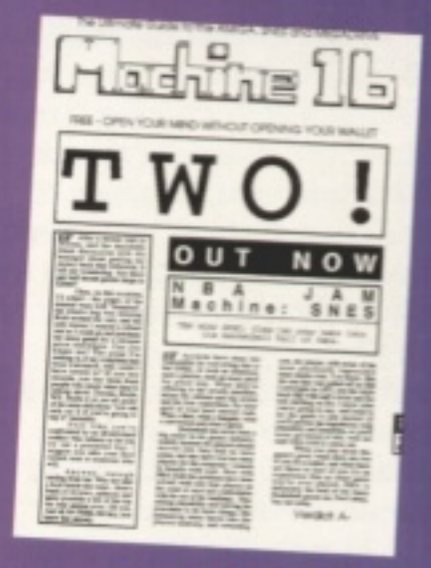
Irresponsible Pictures

It all started when the editors – Andy, Russ and Stuart – went to an anime convention and had some scummy, poorly-photocopied little fanzines thrust in their faces. 'We could do that,' they said to each other, 'and what's more, we could make it even scummier!' So they did. *Irresponsible Pictures* is out now, and this first issue is completely free. Providing 'anime and manga coverage for the Oxford area' (phew – for a second there you could hear the good folk of Oxon panicking), the zine contains reviews and artwork in equal measure. They're also after contributions from the readership (but they've bagged the *Battle Angel Alita* review for themselves, damnation) for the next issue. If you send an SAE to Andy Chesterman at 3 Wingate Close, Blackbird Leys, Oxford OX4 5BL, you'll get a free first issue, so you can't complain. Recommended.

The not-at-all scummy *Irresponsible Pictures*.

Machine 16

How do you keep your news and reviews up-to-date? Produce a smaller fanzine on a more regular basis. That's the idea behind *Machine 16*, whose editorial folk hope to keep a new issue coming out every three weeks. The zine itself is actually more of a newsletter, comprising six pages of gossip and reviews for the SNES, Amiga and Mega Drive. It's extremely well-written and laid-out, and there's plenty of scope for reader participation. And it's free! Yes, they're just giving them away, so subpoena them at Machine 16, 13 Southbrook Road, Countess Wear, Exeter now and demand to be on their mailing list. It would be thoughtful if you enclosed an SAE to help them along, too.



Small and regular. And tightly packed.

Symbiosis

The first issue hasn't even appeared, but already the editor Tim Kemp has demonstrated his sound marketing acumen by sending out promotional flyers to all the major magazines. A brazen media hussy he may be, but on the strength of this first sampler it looks like *Symbiosis* will be a winner. Tim seems to be following the software industry trade mags for his news, but he also intends to print playing guides, cheats, reviews, articles and lots of letters covering all Nintendo machines. The problem, as ever, is that he needs people 'out there' to shower him with the fruit of their talents. If you want to get in on a promising fanzine, then take a look at this sampler by sending 10p and a stamp to *Symbiosis*, 36 Globe Place, Norwich, Norfolk, NR2 2SQ. Shamelessly promoted, perhaps, but Kemp's project deserves to do well. Get scribbling now.

Become a symbiont. (*You're sacked – Ed*)

SNES Gaming

This month's honourable mention goes to *SNES Gaming*, which is rather more soberly constructed, but still manages to impart some of the editor's enthusiasm for his SNES. The 'nuggets' of news, reviews and gaming data aren't that earth-shattering, but this belies a high level of understanding which suggests that Paul Ganley is fairly well-informed (he reads *Edge*, we suspect). Certainly worth a look for 50p and a large SAE to 13 Endrick Drive, Bearsden, Glasgow G61 2EA.

THE THREE MUSKETEERS

May your swash never buckle — Loriciel

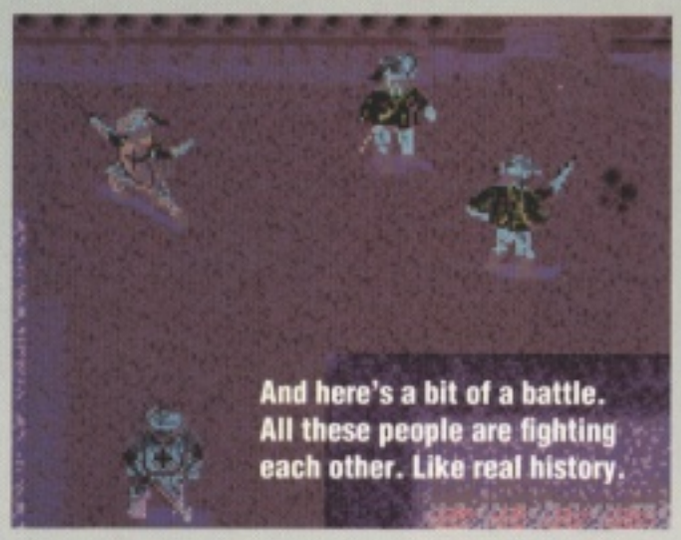
Loriciel's next release for the SNES will be *The Three Musketeers*, which, thankfully, draws its inspiration directly from the Dumas classic and not the recent film (nor, indeed, those cheesy '70s interpretations with Michael York and lots of British comedy actors hamming it up). Taking a top false 3D perspective – like *Zombies*, *Kikikaikai* and *The Chaos Engine* – you can explore the towns and palaces of France in the reign of Louis XIV.

We're pleased to hear that, unlike the other games in this genre, this one will work with a multitap. Four players will be able to control Athos, Porthos, Aramis and D'Artagnan simultaneously, so it really will be all for one and one for all.

You have to fight the villainous Cardinal Richelieu and the scheming Milady in order to protect the honour of the Queen. When fighting with the Cardinal's guard you'll be able to fence with your rapier or use special weapons like flintlock pistols and petard bombs. The game's looking pretty good so far, and we'll bring you more news before it appears this Autumn.

(We also understand that, in typical fashion, the Americans threw up their arms in despair at the name of Loriciel's *Val D'Isere Championship*. It's to be called *Winter Extreme* in the US.)

Here's a lovely slo-mo of a geezer shooting a gun.



And here's a bit of a battle. All these people are fighting each other. Like real history.

This time they're having a bit of a scrap in the stately homes of Europe.

CATGIRL: NUKU-NUKU

● Cert PG ● 90 mins ● £10.99
● Crusader Video

We knew this game as *All-Purpose Cultural Catgirl*, which is a literal translation of the Japanese name. But apart from the name-change, this is the same show. In fact, if you buy this video, you'll get three episodes of *Nuku-Nuku* in one. That's a 90 minute android-fest.

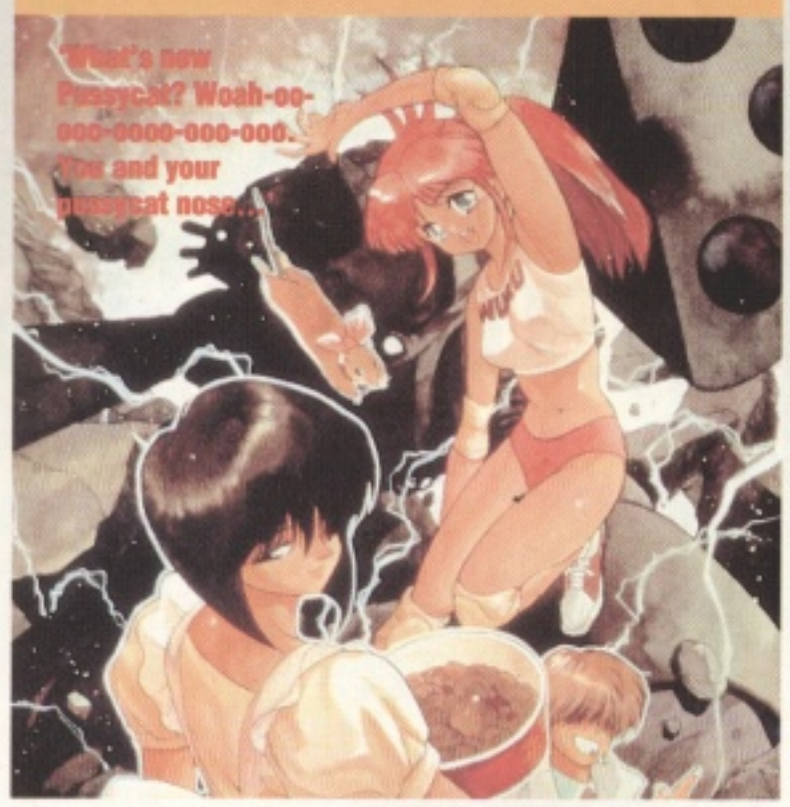
The difference between this film and many of the Manga Video releases is that it doesn't involve the same levels of evilness or violence. The characters, especially Nuku-Nuku herself, are well developed; and the story, for all its far-fetchedness, hangs together well. This doesn't mean you'll understand everything that's going on. But would you really expect to?

Put simply, an android designer cobbles together some teenage android cat-type thing, which gets involved in a parental feud involving mega weaponry. She witnesses large assault-suit battles, and is even menaced by a demon robot octopus. So if you thought this was a simple tale of honest Japanese folk, think again. Anime is never that predictable.

The quality of the drawing is most pleasing, and *Catgirl: Nuku-Nuku* is a worthy addition to your anime collection. There is only one point which might be worth bearing in mind, however; the video is dubbed using British actors with regional accents. Hearing a Scouse robot sounds very strange at first, because you'll be used to American voices, but bear with it. They soon blend into the background.

Overall, *Catgirl: Nuku-Nuku* is highly recommended.

Understandability factor: 6 out of 10.



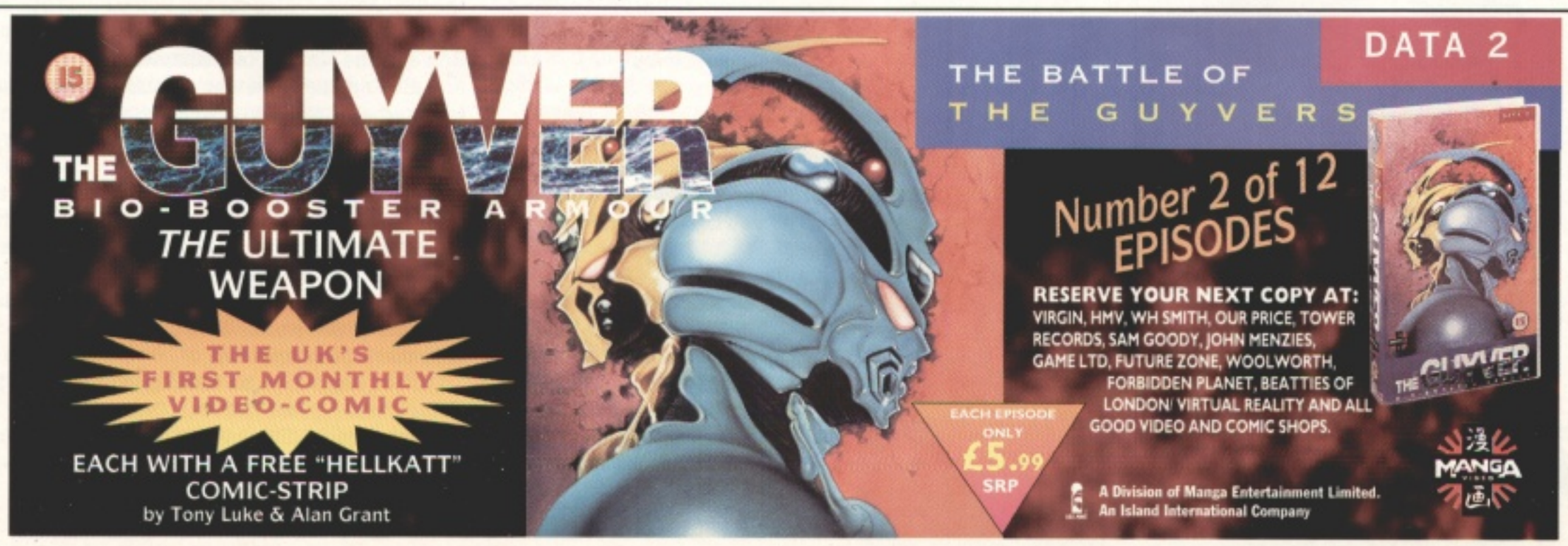
"What's new Pussycat? Woah-oo-ooo-oooo-ooo-ooo. I've had your pussycat nose..."

FINALS FIGHT

You are a promising young cadet. Your government has given you a meagre allowance and dropped you in a strange bureaucratic world full of new smells, sounds and mysterious people. You'll need all your wits and cunning to survive the nightmare ahead. We refer, not to a *Shadowrun* sequel, but to *University*. If higher education makes you think of ivory towers and dreaming spires, where pipe-smoking professors deliver soporific lectures on Cartesian Dualism, then think again. Video games are invading academia.

Middlesex University will be offering a games development degree from September this year. The first of its kind in the UK, this one-year intensive Masters course will be open to students with qualifications in computer programming and design. They'll be taught the intricacies of sprite handling and multi-layer parallax, and the final group project will be to create a new video game. It's hoped that companies in the games industry will support the course with sponsorship and equipment.

That's exactly what's happened in Canada, where Nintendo of America has provided a computer graphics college with SNES development systems. Mr Minoru Arakawa, president of Nintendo's US operations, explained that 'while studying text books and writing term papers may be important elements to obtaining a degree from a college or university, students on this course will be clutching video game controllers and learning about sprites and polygons to graduate'. Lucky gits. We had to read loads of Chaucer and swot up on languages.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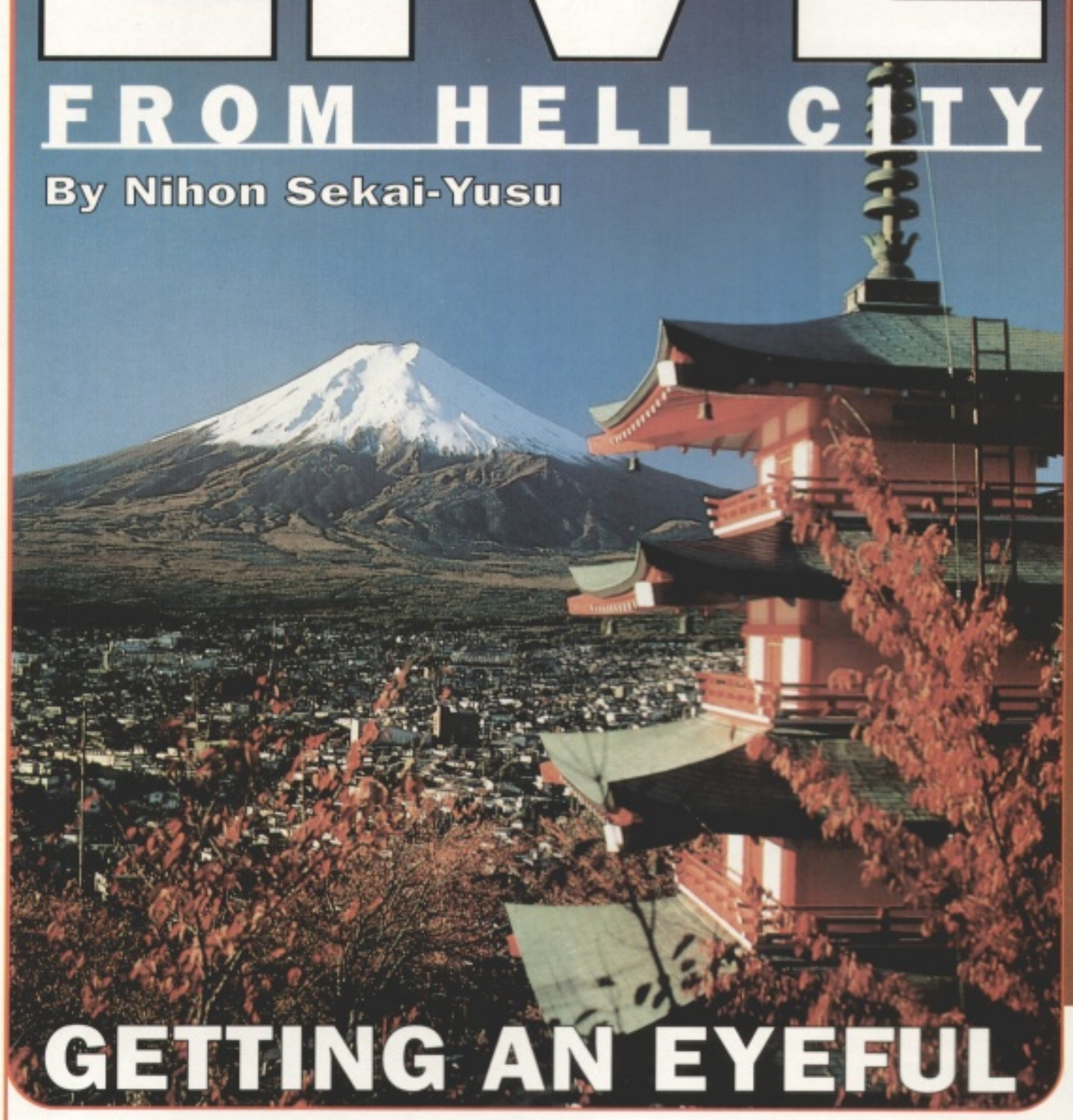
LIVE FROM HELL CITY

By Nihon Sekai-Yusu



GETTING AN EYEFUL FOR YOUR SNES?

From miniature wonders of the world to music CDs and suicide advice. *Super Play* brings you all the hottest news (?) from Japan.

Never again should tourist sites of the world quake in fear of an invasion of camera-toting Japanese, for now they've brought the world to their own doorstep. Three miles north-east of Tokyo, Tobu World Square is a model village and park which honours the architecture and monuments of the world – except that everything is 25 times smaller than in real life. The park covers 20 acres and is home to 140,000, 7cm high people.

Statistics alone can't express how big this miniature village is; you can do an awful lot in just one day's visit. Start by visiting New York and the Statue of Liberty, 42nd Street and Harlem's red brick tenements – complete with grafitti. Everything's there but the crime. Then again, you'd need a pretty big gang of the little people to carry out even the most basic of muggings.

Then it's on to Moscow to see the cathedral of St Basil, Paris for the Eiffel Tower, Italy for the Colosseum, India for the Taj Mahal, China for the Forbidden City and Egypt for the pyramids. They've even got Big Ben and the Houses of Parliament, red buses and all. Famous Japanese monuments are also featured – best of all is the spectacular Kiyomizu Temple. You've seen all this, but you haven't even begun to explore the park.

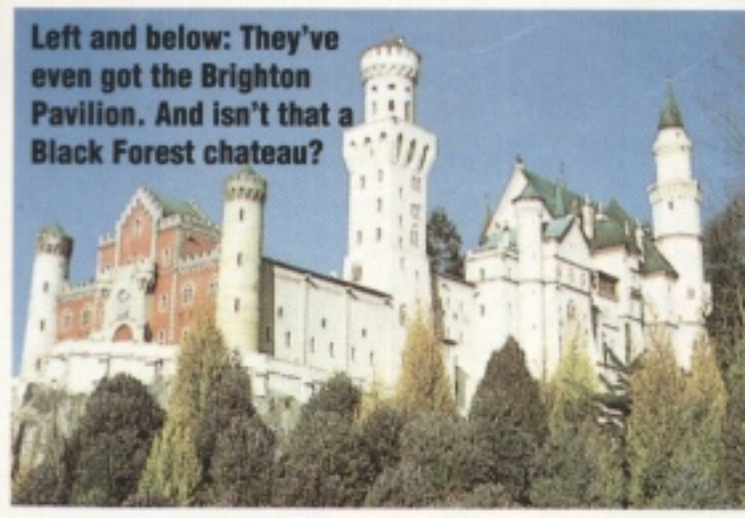
You can collect some little white tubes on the way in, which when held to up your eye, create the impression that you're standing next to the real thing, but considering that people are usually photographed with their backs to the wonders of the world, does it really matter if they were there anyway?

If you happen to be visiting Japan, you'll find Tobu World Square at 209-1, Ohara, Oaza, Fujiwara-machi, Shioya-gun, Tochigi Prefecture, Tel: (010) 81 288 77 1000.

Above: Everything you ever wanted to know about game music? Yikes!

The current infatuation with video game music is going a little too far. MC Mario's rambling raps and the dodgy *Street Fighter II World Warrior* disc are just the tip of the iceberg. Over in Japan, you can now buy a magazine completely dedicated to video game music. *Super Famicom CD Magazine* is absolutely stuffed with everything you never needed to know about in-game music, and even comes with a compact disc of top toons! A quick browse through it's pages reveals numerous treasures.

The mag begins tamely enough, with reviews of in-game music – the *Final Fantasy* games are the favourite at the moment. Though primarily a Nintendo mag, Neo Geo information sneaks in



Left and below: They've even got the Brighton Pavilion. And isn't that a Black Forest chateau?

Left: A rather fit man, shame about his hairy bod. (*Thanks Lisa – Ed.*)

there as well – superlative stuff they reckon. Next there are features telling you how to find the best music in the games; and they even have interviews with game music composers. At last you understand why so many games incorporate a sound test!

Then, there's the most tiresome section I've ever seen... a catalogue of every video game music CD ever released. You wouldn't believe how many of them there are! Seminal works include *Konami Hits Factory*, classical orchestra versions of the *Gradius* sound tracks, and most terrifying of all, a *Street Fighter II* karaoke CD – *Sing Along-a-Ryu*. You'd better pray that it doesn't catch on over here!

Strangely enough, the most recent edition has a section entitled *That's Virtual Idol*. Six sizzling pages are devoted to sexy women in video games. They should really get out to a club, listen to some real music and meet some real girls!

Below: Chun Li looks pretty excited about it all – maybe she's been signed up to release a CD single? Perhaps not. Below left and bottom: Some pages from the mag. Can anyone read Japanese?

JAPANESE FOR BEGINNERS

Teach yourself Japanese with *Super Play*. This month, we'll start you off with some simple greetings and small talk. Practice alone, then confuse your friends and neighbours!

Hello:	Konnichiwa
Good morning:	Ohayo
How are you?:	O-genski desu ka
I feel ill:	Kibun ga warui desu
Yes:	Hai
No:	Iie
Please:	Dozo
I don't speak Japanese:	Watahi wa nihon – go o hanashimasen
Do you speak English?:	Eigo o hanashimasu ka
Could you speak more slowly?:	Motto yukkuri hanashite itadakemasu ka
Game:	Shiai/Gemu
Goodnight:	O-yasumi (nasai)

Below: Do you know that we asked half a dozen people who wandered into the *Super Play* office what they thought all these buildings were. The only one everyone got right was Big Ben. Actually, that's the only one we knew too. Er...

SNIPPETS

If it wasn't here in black and white, you wouldn't believe it, but it's all true. Japan, the wealthiest nation per head in the world, has made plans to start eating excrement. Now, we've always enjoyed Japanese food – the occasional ramen and the odd gyoza – but this? Apparently, scientists in Okayama City have already created a meat substitute made from sewage – and it's supposed to be good for you!

Sewage bacteria are harmful when alive, but when dead they are a rich source of protein. To make them edible, the waste is filtered and reduced to a grey-brown mud, which when mixed with soybean, food additives and flavouring, is supposed to taste just like beef. I'll take their word for it – until it passes Japan's very strict food control laws, that is.

If the prospect of eating your own excrement is too much for you, you might want to check out Japan's latest best-seller – *The Complete Manual Of Suicide* – instead. It has sold over 70,000 copies in Japan already, but don't worry about a resultant wave of suicides, since the author, Watara Tsurumi, insists that his book is designed to show just how nasty suicide is. So, next time anyone winges about the violence in video games, merely explain that it's designed to show how horrible violence is. Watertight defence.

The very best way to avoid suicide, however, is to be careful of your stress levels. And you can now chew your trauma's away with stress gum, produced by S B Shokauhin Inc of Tokyo. Chuck in a stick of gum, masticate for about five minutes and the colour will change. If it turns pink, then you're fine and well-balanced. But if it changes to green it means you are suffering from unhealthy stress. The gum reacts to your body's pH level, you see, and although there are currently no plans to market it outside the UK, we can't wait. Oh, by the way, if the gum comes out red, then chances are you have bleeding gums and should seek urgent medical attention.

However, pretty soon Japan won't have any people in its workforce getting stressed, anyway. The Keizai Koho Center in Tokyo has published a report with the shocking revelation that Japan owns twice as many industrial robots as the rest of the world put together. They've got 274,210, the US have 41,304 and we in the UK are bumping along the bottom of the list with a mere 6,418. Most of those are probably Japanese-owned anyway!

FANTASY QUEST

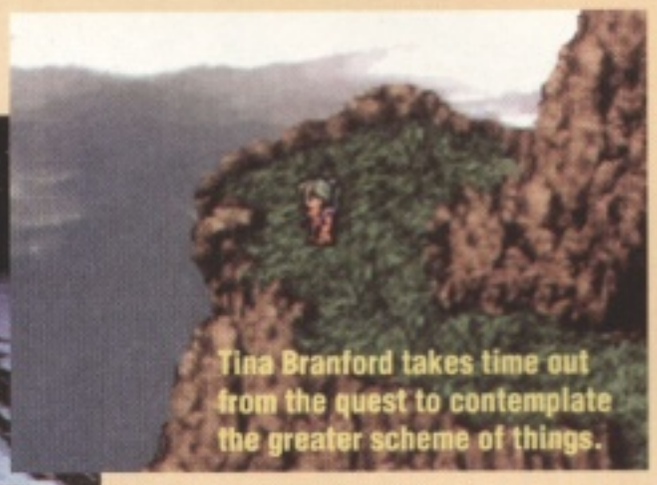
by Nihon Sekai-Yusu

The biggest RPG release of the year finally arrives, while elsewhere, ogres cling together, Kabuki rocks and Japan is invaded by Norse gods.

FINAL FANTASY VI

Square Soft • 24 Mbit + Battery back-up

The Gastor Empire tramples everything in its path. Mado armour is just one form of transport in the world of *Final Fantasy VI*.



Tina Branford takes time out from the quest to contemplate the greater scheme of things.

Without a doubt this is the most eagerly awaited RPG of 1994, and now the lucky Japanese can play Square Soft's latest blockbuster.

As described in previous editions of Fantasy Quest, the plot of *Final Fantasy VI* revolves around the fact that magic has been all but destroyed in the land, only to be replaced by the terrifying force of the Gastor Empire and it's vast army of machines. Thankfully, however, there are those who are not happy with the state of things, and so the quest begins. Although magic in the world is almost dead, its culture has lasted over 1,000 years and the power can still be harnessed to be used by good or evil. This power comes in the form of the magic stones, and just as in the other *Final Fantasy* games, there are a number of them to collect, each having their own elemental power.

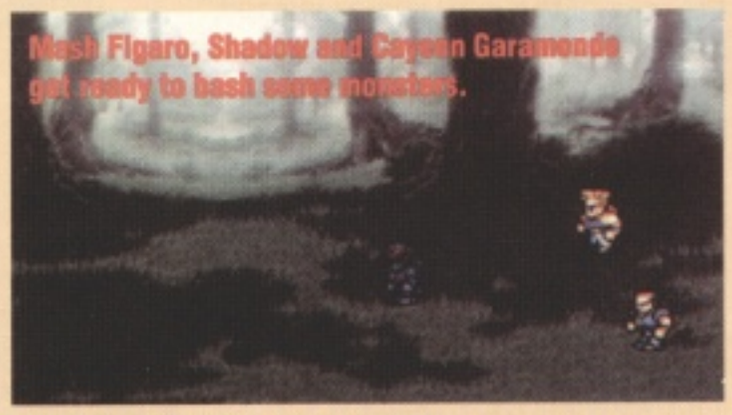
All the characters in *Final Fantasy IV* are brand new – we showed you the heroine, Tina Branford, and the hero, Lock Cole, a few issues ago, but some of the other newcomers have a much darker side to their nature. For example, Shadow, as his name suggests, is a cold and moody figure. His cold countenance and mechanical way of thinking make him an almost indestructible force to be reckoned with. Adding his powerful guard dog, Interceptor, to this partnership makes for a daunting team.

Remember Edge, from *FFII*? Well Shadow is much harder.

Another new character is Cayenn Garamonde – a samurai who's been displaced from his historical time zone. The resulting culture shock he feels is a constant problem for this warrior, which is only resolved at the game's conclusion.

Another new character, Setzer Gabbiani, is a true mercenary (akin to Han Solo, but with a bit more panache). He owns his own airship – just like Han – and loves gambling.

If you thought that being turned into a Moogle in *Secret Of Mana* was a bit of a pain, then you might not be too keen to learn that in *FFVI* they're back! In fact, the Moogles have been part of the Square Soft world for some time, appearing in *Final Fantasy III* and *V*, as well as *Secret Of Mana*. But in *FFVI* you finally get to play a Moogle yourself. If the thought of a teddy bear with little bat-wings riding a giant yellow bird and fighting mobile suits and demons seems a little weird, then remember, this *is* a Japanese RPG.



Mash Figaro, Shadow and Cayenn Garamonde get ready to bash some monsters.

Special abilities make up a great part of the new game, and hidden skill tests, games of chance and even luck all come into play as the game unfolds. Shadow has the ability to throw all manner of magic items into battle, from a simple Shuriken to a mighty Katana. Obviously, as long as he can be kept in weapons, Shadow can inflict major damage on his opponents. Cayenn's special ability is his magic Tanto, which he can throw at his opponents; in the style of modern golf games, you have to press the fire button as close as you can on a swing meter, aiming for full power as often as possible.

Setzer's ability manifests itself in the form of random magic and is represented as a slot machine! Setzer has the ability to manipulate this machine to try to get better results, whether this will take the form of holds and nudges is yet to be seen.

Fight Mog, fight! A Moogle belt won't help you this time!

All the monsters and associated battle effects have been upgraded for *Final Fantasy VI*, and the new industrial sections have foregone the gleaming machinery of the previous games for a rusty, worn, nuts and bolts-type approach.

With *Final Fantasy III* (*V*) set for a Western release later this year, we can only pray that Square Soft get their act together a bit quicker, for this, the biggest *Final Fantasy* yet!

A night at the opera, *Final Fantasy*-style, with the famous dancing Chocobo's.

Just time for a hot dog during the intermission.

OGRE BATTLE EPISODE 7: 'LET'S CLING TOGETHER'

Quest

The *Ogre Battle* saga has eight chapters in all, the first six of which were enacted in the original game. Now comes the second *Ogre Battle* game. Quest's first *Ogre Battle* gained a cult following in Japan when it was released – it was a fantasy wargame which, while not especially attractive in appearance, boasted a tactician's dream in gameplay, something which I feel is missing in today's games, perhaps?

The plot of *Ogre Battle 2* is classically enough that of an oppressed nation. The peaceful ocean kingdom of Valeria has been surrounded by the evil Zeteginian Empire. With the death of the Dolgorian Emperor, a complex string of events leads to two other nations, the Gargastan and the Warstar, deciding that the war being fought between their peoples will culminate on Valeria island.

Mobilising your forces in the new *Ogre Battle*. *Knight Lore* was never like this.

Thrown into the middle of this worldwide melee are five main heroes. The first is Denim Power, a 16-year-old warrior who is also the lead character of the game. He is joined by his sister, Katua Power, who is a ferocious war maiden. Denim's tutor and good friend, Lancelot Hamilton, hails from the kingdom of Xenobia, but after campaigning on the island of Valeria, he decided to stay. Warren Moon is both a druid and magician and his character has perhaps the most scope for the tactical player; while Canopus Wolf is the ranger of the group, with almost unlimited energy.

The first *Ogre Battle* had its fair share of psuedo 3D, Mode 7 trickery.

The major difference found in *Ogre Battle 2*, however, is the style in which the game is presented. In the original game, character graphics were kept at a minimum, although there were some nice effects on the map screen (and things like the Tarot cards that gave you advice). This sequel, however, has some of the most luscious graphics yet seen in an isometric 3D game. The combat scenes are something to be witnessed with awe by both player and spectator alike, especially when fireballs and lightning bolts explode into the middle of the combat zone in technicolour flashes. If this game lives up to its early expectations, then it could even rival *Final Fantasy VI*'s fight sequences.

Meanwhile, we await the conversion of the first in the *Ogre Battle* series, sigh...

KABUKI ROCKS

Atlus • 12 Mbit

Kabuki is an old and traditional form of Japanese theatre, but in *Legend Of The Mystical Ninja* fashion this RPG mixes Edo period Japan and anachronistic modern trappings. The result is Kabuki that really does, erm, *rock*.

Basically, the shogun of the land has made life very difficult for all of his people. To make things worse, he has also banned music from the land, creating even more tension amongst his subjects. The shogun's son – Rock – however, happens to have a brilliant singing voice and wishes for a quick change in his father's laws. The plot continues from this hopeful start, with Rock having to rescue his friend Makki, who is quiet and competitive, unlike Rock. The story then takes us to Awa village where Rock has to rescue Princess Roxika from a dungeon, and on the way he meets Jiraiya, a wily thief and Benkei a brainless fighter.

Mix traditional Japanese theatre with rock music and role playing – you just can't lose.

The plot rolls along like a nightmare collusion of a fantasy world and non-stop MTV. Most of the combat revolves around music, with Rock's guitar being a major force throughout the game both audibly and physically! Instead of picking up spells, for instance, Rock finds new tunes to jam with his friends – a severe headache for his opponents. *Kabuki Rocks* certainly deserves recognition.

TRUE GODDESS

Atlus •16 Mbit

Another one from Atlus, this game follows a more rigid role playing structure, based in a timeworn city akin to Tokyo (surprise!). The main plot here is that of two religious factions, the Messianic religion of law and order, and the Gaya cult of utter chaos.

The problem with this world however is not that of the evil cult taking over the world as you would expect, but that the heavens themselves have opened up across the universe, allowing all manner of nasty baddies to invade the planet. The first to arrive are those of Valhalla, soon followed by beings from a much higher technological level, bent on taking over the new world they have landed on. The true Goddess is watching all this though, and she's just waiting for the best time to strike...

Monsters, magic and technology are a potent mix in *True Goddess*.

Above: More beasties to take care of as the action hots up.

The game design is unremarkable, with movement across the land in a 2D isometric form, with 3D scenes taking up the main action. Once again, the fight scenes are separated, so you can stop and study your opponent before deciding on your form of attack. The thing that makes *True Goddess* quite appealing is that you get the chance to fight against heroes, titans and demi-gods. Who do you reckon would win if Thor and Baal had a one-on-one scrap?

Thunder In The Tundra – the Storm God admires his Black & Decker set.

There are two *Goddess* games out in Japan – a straight RPG and a more strategy-based affair.

SUPER PLAY'S HOT LIST

This month we're not here. Oh, sorry. Yes we are. We were hiding for a minute. But we're here now.

JAMES

'I've been playing a game called *Super Mario Kart*. You might have heard of it? I insist on being Yoshi every time because his head looks best from the rear, and I can appreciate his acceleration. Sadly, though, being a dinosaur, he doesn't have opposable thumbs and this is detrimental to his handling.'

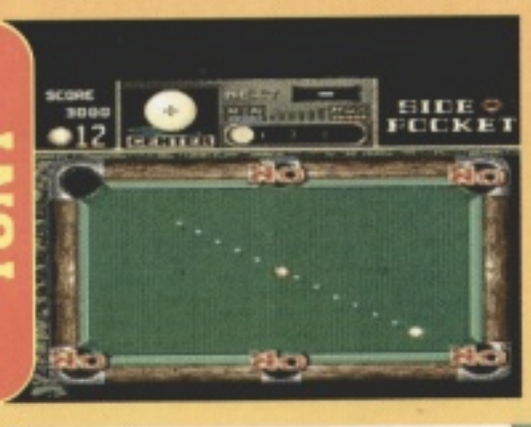
SUE

'Time, I thought, to return to the rather lovely *Plok!* I like his modern reliance on vehicular machinery. Let's see; he's got a tank, a motorbike, a car-type-thing, a UFO and probably several other modes of transport. Yes, *Plok!* is a crusader in a fossil-fuel world and deserves recognition.'

ZY

'*Super Smash TV* is my choice. This is because it combines elements of violence with the traits of extreme destruction. Add to this volatile mix the essence of annihilation and you start to get the aroma of my meaning. Not that I'm into destroying things. It's just a catharsis.'

TONY



'Place in my hand a smooth stick and put me into a situation whereupon I behold a flat-topped table with spherical objects placed upon it – and I will commence the playing of pool. Unless it's a snooker table, of course. Hence my selection of *Side Pocket* for the Hotlist. That music, though. Why don't they put out a CD? I'd buy it.'

LISA

'I couldn't stop playing *Mega Man X* this month. Last month, we printed that code for Super Boots, Super Armour and Super Helmet, and this has opened the game up for me. There's just something about Mega Man that makes me go weak at the knees. It might be his tight-fitting armour...'

WIL

'I like a challenge, so it has to be *Super Ghouls 'n' Ghosts* for me. A trickier game I haven't found, in fact. I mean, what other game would have the guts to let you get almost all the way through, then send you right back to the beginning because you forgot something? Downright nasty, that's what it is.'

MERCHANDISE OF THE MONTH

Well, sort of. Japan, it seems, is going crazy over tiny vehicles. The Japanese Cars of the Year Awards have just taken place, and although his car didn't win, Osamu Suzuki, of the Suzuki Motor Company was voted Man of the Year for his devastatingly cute Wagon-R.

The Wagon-R owes much of its design to anime and the Super Deformed style, and we reckon it looks just like it's come straight out of *Mystical Ninja 2*.

The best things come in little packages. Allegedly.

As Japan isn't the largest and most sparsely-populated country on the planet, microcars are big business, and the Wagon-R has been hugely successful in this crowded market.

If the Japanese make any more SD cars, we'll bring you full pics.

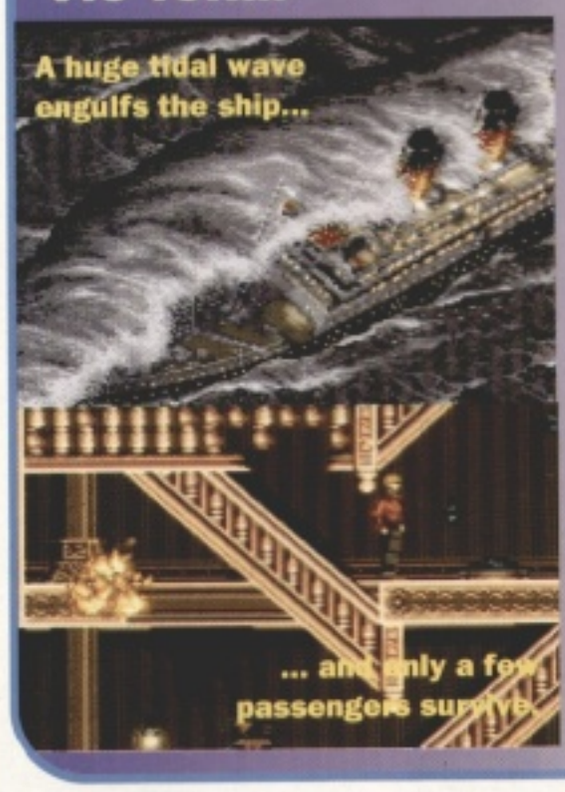
Meanwhile, the ultimate mod accessory, the scooter, has also made it big in Japan. Vespas and Lambrettas are changing hands at vast prices, as the Japanese dive headlong into another aspect of retro Western culture. Scooters costing under £1,000 in the UK are being flogged for anything upwards of £5,000 in the Land of the Rising Sun.

As well as being trendy, scooters are also very practical in Japan, where motorbikes of over 750cc are banned. Strange, when you consider that Japan leads the world in the production of 'superbikes' of around 1100cc and 170mph performance. As they aren't allowed to ride them there, they send the things to us.

How many mirrors can a bike take?

SOS

Vic Tokai



This game was reviewed in Super Play issue 10 as *Septentrion*. *SOS* places you on an ocean liner which has been blatted by a tidal wave. You can play four of the survivors in their battle to free as many of the trapped passengers as possible.

SOS is like a cross between *Prince Of Persia* and the film *The Poseidon Adventure*, and in fact is one of those rare games that everybody agrees is unique and original. The novelty of clinging onto the floor, trying to avoid gravity sucking you to the ceiling far below, is just irresistible.

And don't think it's a platformer, because there are plenty of options to talk to the survivors, get the radio working and generally calm down the anxious folk who thought they'd have a safe journey to New York on board the unsinkable Lady Crithania (or SS Britannia or whatever it'll be called). Expect *SOS* to appear in New to the UK in a couple of months.

RESPECT IS DUE
COMPETITION WINNERS

To be in with a chance of winning one of five *Street Fighter II* CDs, kindly donated by Music of Life, we asked you three happening, groovy, but rather 'phat'uous, questions back in issue 17. The answers to those three questions are as follows:

a) Blanka's real name is Jimmy.
b) Ice T fronted Bodycount.
c) Flavor Flav, Snoop Doggy Dogg and Tupac Shakur are all rappers who have been accused of either attempted murder, murder, or being an accessory to murder. The naughty fellows.

The five lucky winners are: **Ben Isaacs** from Cardiff, **Arran Spencer** of Swindon, **Robin Cohen** from Leeds, **Graham Walker** of Donaghadee, Northern Ireland and **Matt Valler** from Nottingham. Get ready to groove on down to the funky tunes of the World Warriors...

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LET'S KICK SOME CLAY

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MIGHT MAKE HIM GROAN,
BUT CLAY WILL REALLY TICK HIM OFF!

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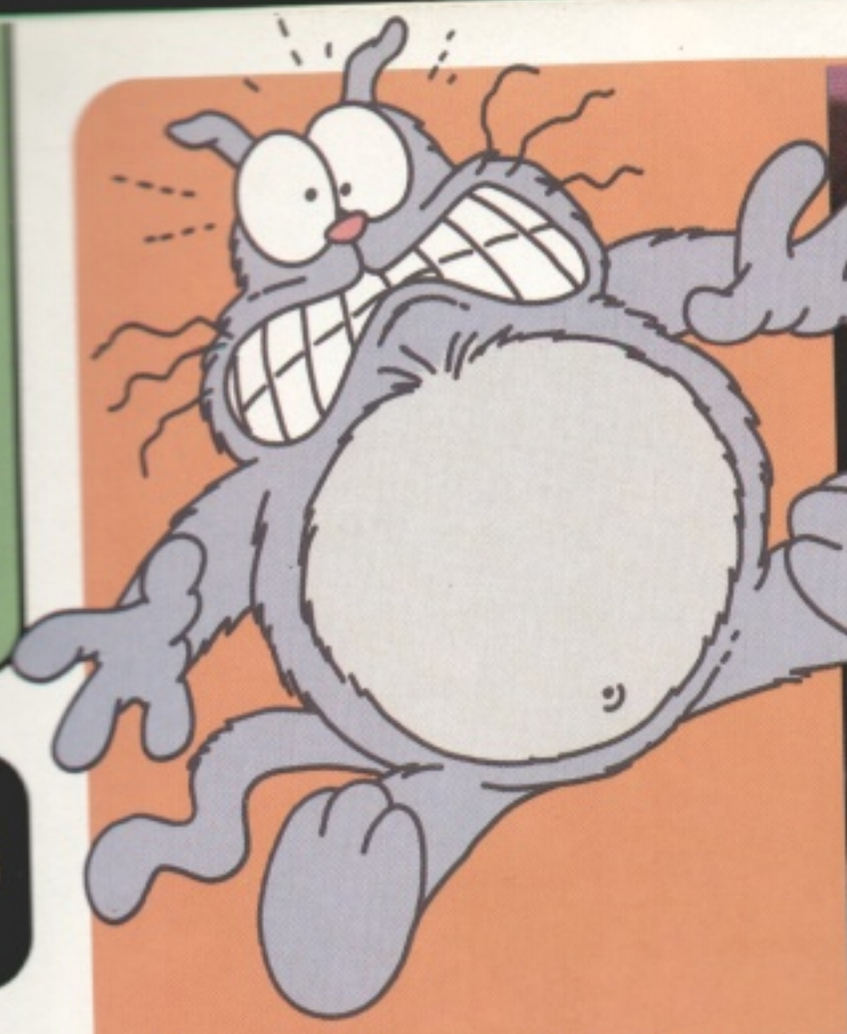


Apparently, *Eek!* will be a bit like *Sleepwalker* on the Amiga. Which wasn't that brilliant. Yikes!

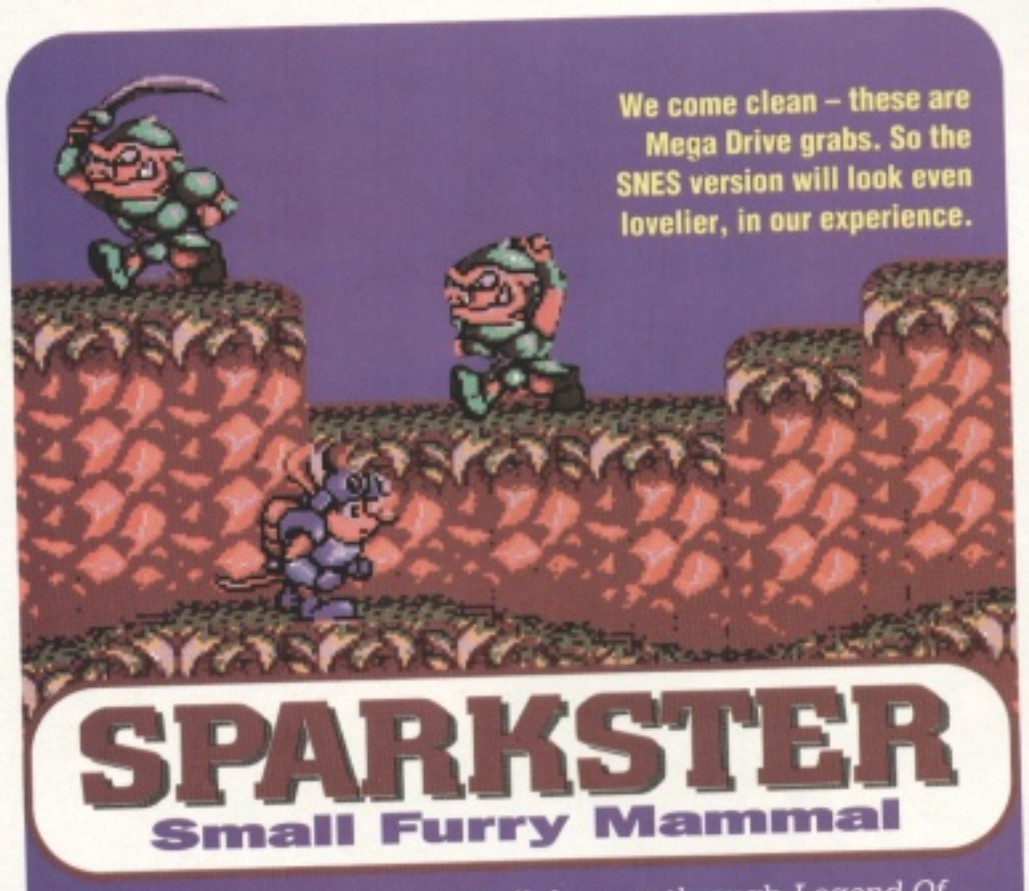
EEK! THE CAT

Eek! is, according to Sony, a kind-hearted purple cat who's always trying to help his friends – often with little success. When you read words like this, what sort of a game do you think of? A beat-'em-up? An RPG set in Japan in the 13th Century? Or maybe a platform game with spikes that move in and out?

Give up? *Eek!* is in fact a platform game with puzzly elements. Sony Electronic Publishing are currently working hard to get the little feline to look just right, as he's squashed, fried, stretched and crunched.

The game will have five levels, including a zoo, an alien city, a graveyard and that most ubiquitous of American locations, a shopping mall. Eek! must help all his friends through these zones, making sure they remain unharmed.

Eek! The Cat will be reviewed in the August ish of *Super Play*, with some other things, no doubt. Till then, you must curb your curiosity. Remember what it killed?



We come clean – these are Mega Drive grabs. So the SNES version will look even lovelier, in our experience.

SPARKSTER

Small Furry Mammal

Now, if you've played all the way through *Legend Of The Mystical Ninja 2* then you'll have seen some of Konami's favourite game characters making cameo appearances. One of them was Sparkster, a warrior opossum clad in plate mail (not exactly easy to miss, was he?), who made his first appearance on the Mega Drive in a fairly successful game called *Rocket Knight Adventures*. Now he's set to make his name on the SNES in *Sparkster*, a platform romp which sees the eponymous opossum take on an even greater threat to peace, love and harmony. A taxidermist, perhaps? All we can say is that it demonstrates the same cutesy mediaeval flavour with a steampunkish 'rivets and rockets' feel. Konami plan to release the game in October, but we'll be bringing you a full review very soon.

How many more cute, furry mammals can you stomach? Nobody on the *Super Play* team can eat more than seven.

URBAN NIGHTMARE

A few months ago, we interviewed the major software houses and discovered that their relationship with Nintendo was far from happy (*Third Party Politics*, *SP*13). Now we have learnt that Electronic Arts, perhaps the most vocal of the dissenters, are to pull out of the European SNES market altogether.

EA has tied up a global deal with THQ which hands over the SNES rights to *Urban Strike*, as well as some Game Boy and Game Gear titles. Effectively, it means that THQ will handle the development of SNES conversions: this might include future Arts winners, like the *Madden* series. The obvious worry in every game fan's mind is that EA's reputation is somewhat greater than THQ's, although EA's David Gardner has stressed that 'very stringent quality control checks' will maintain their high standards.

Confusingly, this casts doubt over conversions of games that appeared in EA's uncertain period. The SNES has yet to see any sign of *Jungle Strike*, and it's unlikely to be launched at a time when *Urban Strike* is being promoted.

VIOLENT COP

● Cert 18 ● 103 mins ● £12.99

Clint Eastwood used to play a character called Dirty Harry. He was a maverick cop with an unorthodox approach to law enforcement. This translated to shooting dozens of criminals during the course of the film.

'Beat' Takeshi directs and stars in *Violent Cop*, a live action film, very similar to an Eastwood movie. Being Japanese, it's bound to be weirder than any American film. There are long sequences where people walk around with little incident, then suddenly, there's an explosion of action, in which many people get injured.

This stop-start feel gives the whole thing a strange tempo. What's gratifying is that subtitles have been used, instead of dubbing – it would be impossible to dub angry Japanese cops shouting at each other.

Violent Cop contains some graphic acts of hurtage, as well as the odd gout of blood. And it's easy to see how it could be a cult, but you can also see why it might be dismissed as boring, but punctured by adrenaline-charged moments when VC decides to be very V.

Understandability factor: 8 out of 10.

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"Plays like an absolute dream"

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"Why more Nintendo games can't be this smooth is beyond me!"

85%
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E&OE

ANIME WORLD

Pronounced 'ah-nee-may'

COMING ATTRACTIONS

Anime is blooming this Spring, with lots of new UK releases.

This time last year there was Manga Video and Anime Projects; or there were copies of anime traded on circuitous underground routes. There was one release from Western Connection which bridged the gap between art film and classic anime, in the elegant form of *The Sensualist*. And that was all. But this Spring, things will be very different.

We now have five labels releasing anime in the UK – the two old-hands plus a re-energised Western Connection, and newcomers Kiseki Films and Crusader Video. These will be joined this Summer by two more – Pioneer LDCE and Animania, who describe their product as 'animation with attitude'. We also have a widening range of titles available, and rumours abound about Manga Video's purchasing sprees in Japan, and the covert activities of major media companies looking for a way in to the anime market. So here's a label-by-label, blow-by-blow account of who's releasing what and when.

Manga Video signed a major deal with Sunrise on 1 April, which netted them classics like *Crusher Joe* and *Dirty Pair*, although the status of the vast Sunrise backlog of classic mecha TV series is still uncertain. What *is* certain is that the new purchases, plus

Left: Suspended animation in *The Guyver*? Below and right: *Black Magic: M-66*.

their existing line-up, gives them full release schedules right through to 1996 – and they are also rumoured to be after the mighty Kadokawa Films catalogue. The pick of their Spring releases is *Battle Angel Alita*, the anime of the mega-hit manga – a beautifully-drawn, action-packed cyberpunk tale that's part urban romance and part eco-political polemic.

Manga are also going for their first ever 'video comic' – half-hour tapes released monthly at £6.99, a bit more expensive than your average comic! *The Guyver* is the chosen title and it's supported by a Grant/Luke comic *Hellcat* on the inside of the sleeve. Other releases in the pipeline include the rest of the *Crying Freeman* series, the excellent *Cyber City Odeo 808* and those Lovely Angels Kei and Yuri.

Anime Projects have just moved from Bristol to Bangor in North Wales, where they run a shop and mail order service as well as the UK's flagship subbing label. This Spring, they went for broke on a dub – Sonoda Kenichi's hit *Riding Bean*. US parent company AnimEigo plans to gauge the response to this experiment and do more dubs if it's what the fans want, but they remain loyal to the principle of subtitling and their UK offshoot's coming releases include more *Urusei Yatsura* movies, and possibly cheaper versions of cyberpunk ubersmash *Bubble Gum Crisis*.

Western Connection have surprised us all. After the release of *The Sensualist* – gorgeous, but hardly action-packed – their anime ambitions seemed to lie dormant for a while, but now the label has sprung back into action with a range of both subtitled and dubbed releases. *Kama Sutra*, based on Nagai Go's 'erotic adventure' manga, is followed by a three-tape release from Kitty Film, the English-dubbed *Galactic Pirates*, and a Toho movie, *Love City*. The contrast of types and styles could hardly be more marked; the slapstick Nagai story is animated in a basic style, while *Galactic Pirates*, based on an award-winning SF novel by one of Japan's top writers, gets the typical Kitty Rolls-Royce treatment, with slick character and mecha design melded with an over-the-top script, whose elements of lunacy recall those other famous Kitty productions, *Urusei Yatsura* and *Ranma 1/2*, but without the cuteness. *Love City* is an older feature and so the animation is less glossy than for *Galactic Pirates*, although in its day it was state-of-the-art; but the story, involving DNA, clones and a bunnygirl assassin, is good, solid science fiction.

Both new kids on the block have caused a stir in their own way. Kiseki proved that science fiction didn't have to feature tits 'n' tentacles when they released *Macross 2*, and other releases in this vein include Shirow's compelling action/adventure *Black Magic: M-66* and the *Gunbuster* OAV series, with heroines designed by Mikimoto Haruhiko of *Macross* and *Orguss* fame. Kiseki also snatched *Return Of The Overfiend* and *Adventure Kid* from under the noses of Manga Video, and have released *Gigolo*, in the style of *City Hunter*, but with more sex. Another Kiseki release will be *Ambassador Magma*.

Crusader Video have gone out of their way to present themselves as user-friendly, talking to fans and paying attention to the UK market and its needs. *Catgirl: Nuku-Nuku* is a glorious romp aimed at the Japanese early-teen market and dubbed for the UK with little details added – like a Scouse-accented office-lady-cum-helicopter-pilot. Crusader are looking for their next release in the same vein, though they (and everyone else) are rumoured to be chasing the *Dungeons & Dragons*-inspired fantasy OAV series *Record Of Lodoss War*.

Pioneer LDCE are still considering their first release, and Animania have made no announcement yet – though an educated guess would suggest a mix of sex 'n' violence and contemporary classics, since this is the way most UK labels seem to be headed. In any event, these are interesting times.

'We now have five labels releasing anime in the UK.'

ANIME CONTACT

Anime UK magazine, 70 Mortimer Street, London W1. £3.50 from good SF/comic shops, also available mail order from the publishers.

Far left: This bug-eyed android is from Manga Video's *Battle Angel Alita*. Left: *Ambassador Magma*'s cast of characters. We're not sure what the plotline is, though.

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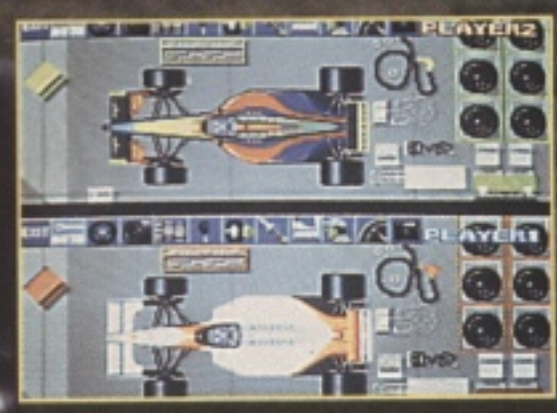

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CHART THROB

Another month, and another look at the video games that the world likes playing best. Yes, it's the *Super Play* charts. Hurrah!
(For weekly UK SNES chart updates, try tuning in to Digitiser, Teletext: page 471, Channel 4.)

OFFICIAL GALLUP UK CHART

▲ UP ▼ DOWN ▶ NON-MOVER ★ NEW ENTRY

Compiled for *Super Play* by Gallup

1 ▲ **NBA JAM** Acclaim
Basketball at its best. In four-player mode this game really motors. 87%

2 ▼ **SENSIBLE SOCCER** Renegade/Sony
'A dream come true for all Super Nintendo-owning football fans' said Jonathan. 91%

3 ▲ **SUPER MARIO KART** Nintendo
It looks like this classic game will never, ever be out of the charts. 93%

4 ★ **SIM CITY** Nintendo
'It's so addictive it probably ought to be illegal', as we said in our review in issue 1. 84%

5 ▲ **MARIO ALL STARS** Nintendo
Four classic games on one cart. You'd be mad not to include it in your collection. 96%

6 ▶ **ALADDIN** Capcom
'Great to look at, very involving, and jam-packed with laughs. Just like the film.' 81%

7 ▼ **SUPER EMPIRE STRIKES BACK** JVC
The sequel to *Super Star Wars*, but it's not nearly as good as the original game. 71%

8 ★ **VIRTUAL SOCCER** Hudson Soft/Virgin
'An excellent football game that's well worth persevering with.' 87%

9 ▼ **WINTER OLYMPICS** US Gold
We have absolutely no idea why this game is in the charts at all. It's awful. 35%

10 ▶ **ZELDA III: A LINK TO THE PAST** Nintendo
It's hard to believe that this brilliant, classic RPG is crammed into 8 Mbit. 93%

NBA Jam: Everything about this game is just right.

Sim City: You can build the city of your dreams.

Winter Olympics: See our review on page 59 of this ish.

UK IMPORT CHART

Compiled for *Super Play* by Console Concepts

1 **SUPER METROID** Nintendo (JAP)
2 **MUSCLE BOMBER** Capcom (JAP)
3 **KING OF DRAGONS** Capcom (US)
4 **SECRET OF MANA** Squaresoft (US)
5 **SUPER PUYO PUYO** Banpresto (JAP)
6 **ASTRO GO! GO!** Meldac (JAP)
7 **MEGA MAN SOCCER** Capcom (US)
8 **NBA JAM** Acclaim (US)
9 **SENSIBLE SOCCER** Sony (US)
10 **NINJA WARRIORS** Taito (US)

JAPANESE CHART

Compiled by Wil Overton and Tekai Katayama

1 **FIRE EMBLEM** Nintendo
2 **SUPER METROID** Nintendo
3 **SUPER PUYO PUYO** Banpresto
4 **MEGA MAN X** Capcom
5 **GANBARE GOEMON 2** Konami
6 **FATAL FURY 2** Takara
7 **ROMANCING SA•GA 2** Squaresoft
8 **BASTARD !!** Cobra Team
9 **DRAGON QUEST I.II** Enix
10 **SD GREAT BATTLE 2** Banpresto

AMERICAN CHART

Compiled for *Super Play* by Woody Carter

1 **NBA JAM** Acclaim
2 **SOLDIERS OF FORTUNE** Spectrum HoloByte
3 **NHL HOCKEY '94** EA Sports
4 **BATTLE CARS** Namco
5 **CLAYFIGHTER** Interplay
6 **SUPER BATTLETANK 2** Accolade
7 **NHL STANLEY CUP HOCKEY** Nintendo
8 **KING OF DRAGONS** Capcom
9 **SPORTS ILLUSTRATED** Malibu Games
10 **SECRET OF MANA** Squaresoft

King Of Dragons: We found it rather dull. See page 56 to find out why.

Mega Man Soccer: Mega Man playing footy? Erm...

Super Metroid was bound to be at the top of the import chart this ish. We took a good long look at it and found that it was completely brilliant. In fact, it has earned one of *Super Play*'s highest scores, namely 93%. (We also review *King Of Dragons* and *Mega Man Soccer* this month.)

Super Metroid: Turn to page 36 for our review.

The Japanese favour strategy RPG *Fire Emblem* over *Super Metroid* this month, perhaps because it too is supposed to be amazingly good. Sadly, we're not sure if it'll ever see a UK release. Shame. Never mind, *Super Puyo Puyo* should keep you amused in the meantime. We can't stop playing it in the office.

Soldiers Of Fortune: 'The Bitmap Bros come up trumps again', as we said in issue 18.

Battle Cars: *Mad Max* is back in fashion.

It's never a great surprise when a sports game sits at the top of the American chart. This month we have the completely fab *NBA Jam* in pole position. Another quality game, *Soldiers Of Fortune* is close behind, whilst *NHL Hockey '94* stays in the charts for the fourth month running.

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PAC ATTACK Nintendo

What good is a crusty old classic like *Pac-Man* nowadays? Eh? For a start, *Pac-Attack* is a reworking of that ancient maze-'em-up. In fact, it's a bit like a cross between *Pac-Man* and *Tetris*.

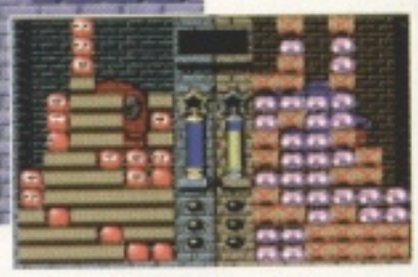
There are three modes of play in this game. In the one-player bit you have to clear blocks by filling in rows horizontally, whilst dealing with the ghosts which try to make your life hell. Pac-Man can eat the ghosts, and the blocks drop into the spaces they vacate.

The serious fun comes when you're playing head-to-head. You have to eat at least five ghosts, which starts them regenerating on your opponent's side.

Finally, there's the puzzle mode. There are 100 levels of brow-furrowing classic *Pac-Man* to be getting on with. Luckily, Nintendo have given you passwords to help out. Phew, eh?

We'll review *Pac-Attack* in a couple of months, without fail. Probably.

Above: What's all this about?



Below: It's the *Tetris*sy bit – with two-player mode.

SUPER QUIZ

The idea of testing people's knowledge by asking them questions is certainly not new. As far back as the 19th century, employers were asking potential clerical workers questions in order to judge their responses. 'Interviewing', as it was known, is still a practice common to work environments today, where managers quaintly 'interview' employees in offices – sometimes.

In the future, 'interviewing' will be redundant, and silver egg-shaped cups will painlessly suck every ounce of knowledge from an applicant's head, outputting the resultant data to a computer disk. The employer will then be able to decide whether to employ the comatose candidate. Until then, here's the Super Quiz.

EASY

1) Who wrote that tosh above?
2) What does SNES stand for?
3) What does Famicom mean?

MEDIUM

1) Has Harvey Keitel ever won an Oscar?
2) What's the name of the girl from *Fatal Fury 2*?
3) How many frames a second does a British television display?

HARD

1) What does PAL stand for?
2) What tank do you drive in *Super Battletank 2*?
3) Name three characters from *Mystical Ninja 2*.

Yeah, and in the future, people won't have proper hands; they'll be born with jointed, spindly flaps perfect for pressing all the joypad buttons and things. Sorry. You'll find the answers on page 98.

BLABBERMOUTH with Kris and Tel

Having been cruelly ignored for a month, Kris and Tel are back to wreak more gossip-related havoc on the hearts and minds of those Super Nintendo fanatics who are intelligent enough to have chosen *Super Play* over all the other magazines available to them in the shops. What a long and silly sentence that was. Apologies, and on with Kris and the other one.

☎ Tel, me old metallic matey! Haven't seen you for ages! Did you miss me? Anyway, have you heard the scandal? Apparently, *Legend Of The Mystical Ninja 2* is not, repeat not, scheduled for an American translation. In fact, Blockbuster USA have ordered a load of Japanese carts, so it's gone straight onto the games rental scene (much like duff films do).

☎ This is both a tragedy and an outrage! Hasn't *Super Play* done its best to eradicate this kind of vile-minded narrowness from the streets of our land? Surely the public have a right to see magnificent games in their own mother tongue? I shall be writing to my MP, Kris.

☎ But there's more. Imagineer own the rights to the marvellous wargame/RPG *Ogre Battle*, which has been much covered in Fantasy Quest. However, they have decided not to release it, because they expect it to sell only 15-17,000 units in this country. This is a vast shame as well, Tel. And what's worse, this means our chances of seeing the stupendous-looking *Ogre Battle 2* are even more remote.

☎ Boo hoo, as humans say when they're in pain or distress, Kris. Anyway, here's some cheering news. Virgin are doing *Spot Goes To Hollywood* as we speak. This charts the progress of that rather cool Spot, which is actually off the 7-Up cans (but that's never mentioned in this country owing to the licensing agreements). Anyway, the marvellously-animated Spot is up to his usual graphically-stunning tricks in America. Should be a doozy.

☎ Yes, and I've got a really weird update on Project Reality from the boys at Nintendo. More details of their mega-memory cartridges are seeping out. A minimum of 100 Mbits of data for each game is the aim, which is 10 to 15 times more memory than present 16-bit games. Peter Main, the vice president of marketing at Nintendo of America was heard to say 'The choice we made is not cartridge versus CD; it's silicon over optical.' Well, that's us clear, then.

☎ Yes, Kris. But they've also designed the Project Reality machine so that it can be connected to a CD player at a later date. That's a neat bit of forward-planning from the American-based boffins. In fact, I've been hearing talk of the first 64-bit video game. Rare Ltd, based in Warwickshire are to write a game called *Killer Instinct*. We don't know much about it, because Rare and Nintendo are being very, very quiet, but it's known that the software is a 3D fighting game, possibly along similar lines to *Virtua Fighters*. If you consider that Rare used to be called Ultimate Play the Game, who did the best Spectrum games ever, then it bodes well for the future – and *Killer Instinct*.

☎ Cheers, Tel. I feel cheered up now. One final little snippet I picked up. Konami are expanding their *Tiny Toons* branding. There is a game coming out soon called *Tiny Toon Adventures Wacky World Of Sports*. It'll be a four-player Multitap affair, with 10 sorts of silly sporting endeavours to have a go at. And, as if that wasn't enough, there's a game called *Tiny Toon Adventures Acme All Stars*. This is a loony attempt at soccer and basketball. It enables two players to have a go, and there are loads of sub-games like bowling and stuff. Apparently, there are 46 special moves, with 800 animation frames for the characters alone. Should be fun!

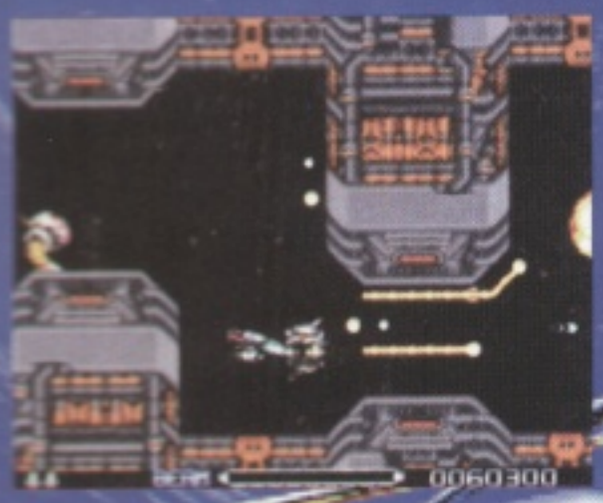
☎ You certainly could well be right about that, Kris. And what's more, I've got the final word in, er, Acclaim games here. *Spiderman/Venom: Maximum Carnage* is a 'thrilling light-speed ride of interactive gameplay'. More than this I do not know. Acclaim are being cagey about what they say. But don't worry. I'll find out more soon.

☎ Should be a laugh indeed, Tel. But I must go now. I can hear my parents coming up the path, and hark! Wasn't that the click of a nuclear primer I heard, being switched to the activated position. Gulp! I'm doomed and so on. Bye!

t's the
y bit –
h two-
mode.

The Son of Super R-Type, the Mother of all Shoot-em-ups!

R-TYPE III



NMS - 93%
GAMEZONE - 90%
SNES FORCE - 89%
GAMESMASTER - 89%
TOTAL! - 88%

"...the best shoot-em-up ever." - Gamesmaster "..serious contender for Shoot-em up of the Year!" Snes Force

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GOAL!

Super Play's Football Special goes to a real replay...

The SNES football game bridge has seen much flow under it since our original feature back in issue 13. The office drawers are now bursting with the likes of *Kick Off 3* and *FIFA Soccer* jostling for position, each looking to make itself *the* footy game we'll be playing this Summer. While Jackie Charlton and his boys (hopefully) do the business for Britain in the United States.

The last fortnight has seen a cacophonic din descend upon our office as we've spent our hours taking apart the nation's favourite pastime, SNES-style. Over the next nine pages we'll be rounding up the leaders to date, reviewing the new titles now hitting the nation's shelves, and making a swift perusal of the veritable cornucopia of supplementary efforts. First, though, another look at the game which could well become the one to beat them all...

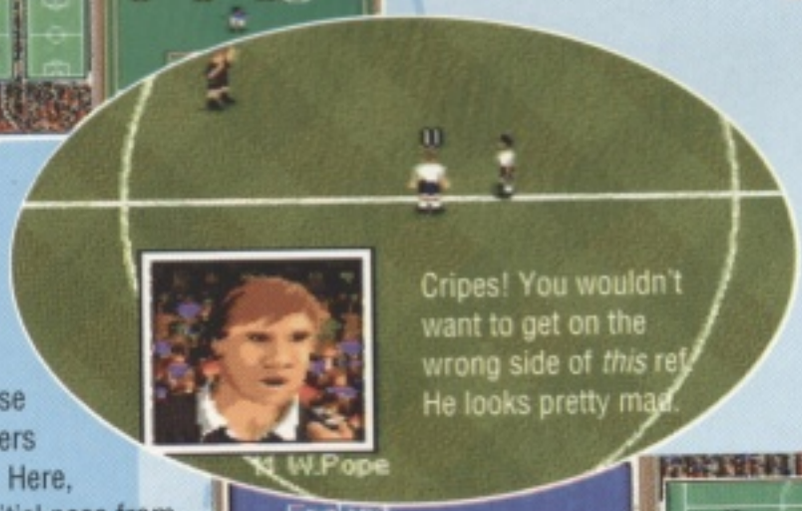
WORLD CUP '94

US Gold are no strangers to the phenomenon that is the World Cup. Back in 1986, they embarked upon their first toe-dip into the turbulent waters of video game football with *World Cup Carnival*. A clever marketing campaign and game packaging with oodles of promotional tat ensured that this game found its way into many people's homes. What US Gold didn't tell potential buyers, however, was that their game was, in fact, a re-hash of a very poor game which had appeared years earlier in a slightly different form, from another publisher. That made a lot of people unhappy.

Left: The light-green highlighted area indicates the player's pitch coverage. Novel.

Above: That'll be a goal, then. But what's that little chap doing up there in the corner? Eh? Eh?

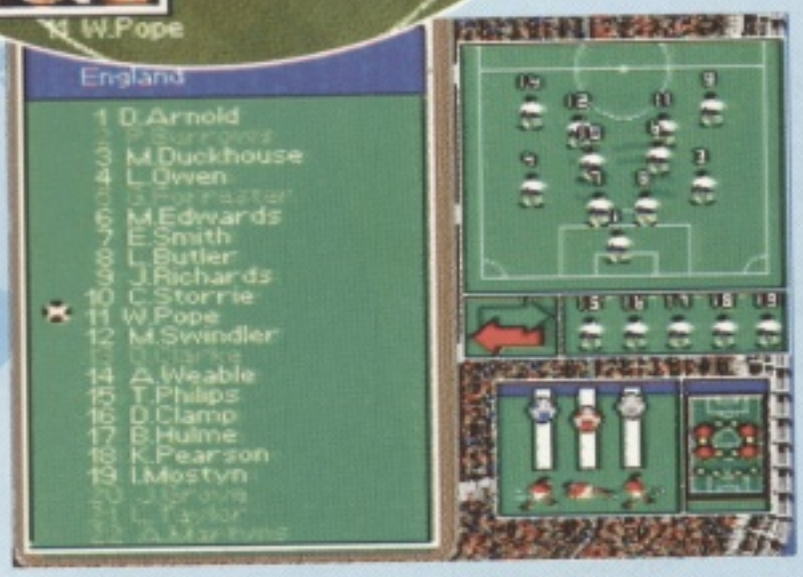
Fortunately, it looks as if US Gold have learned their lesson and are taking their '94 venture very seriously. Having tied up *worldwide* rights to this year's tournament, their unshockingly titled *World Cup '94* is almost ready to roll. We only touched on it in issue 18, but we've had the opportunity to have a kick around since then and it shows a great deal of promise.



Cripes! You wouldn't want to get on the wrong side of *this* ref. He looks pretty mad.

Below: Apparently, all player names are authentic, in nationality terms. Cor!

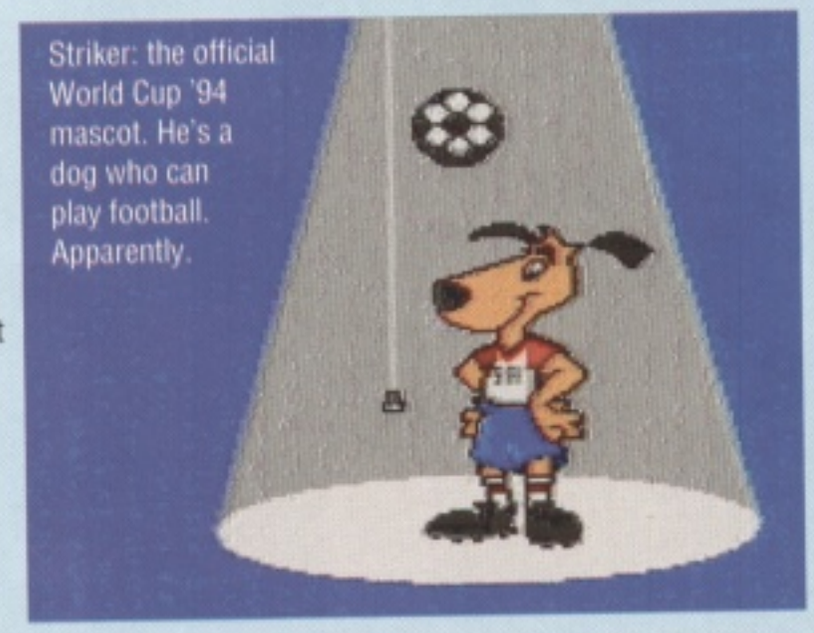
Flexibility appears to be the game's particular strength. One of the most significant features is the ability to customise set-piece movements from throw-ins, corners and, most importantly, free-kick situations. Here, players can be programmed to make the initial pass from dead-ball, run into space, and (hopefully) be well-placed to receive the preprogrammed return pass and then bang in a screaming shot. Programming these moves is surprisingly straightforward and well worth taking time out to master and exploit to fox your opponent. Other tweakable parts include all the usual stuff such as player manipulation within the squad, individual player pitch-coverage, no less than *five* degrees of ball stickiness and even player skin colour. The finished cart will house a battery backed-up RAM too, allowing tournament records to be saved – as well as your preferred Arsenal-esque set-piece manoeuvres for recall later on.



Because of its worldwide sales pitch, US Gold have consciously engineered the interface to be as text-free as possible. Extensive icons featuring Striker (the official World Cup '94 mascot) replace the traditional options, thus giving the game a supposed penetration through any language barriers which exist, eliminating the need for any textual translations for foreign versions. Which is a good move, we reckon.

The game itself flows superbly, thanks to its intelligent passing feature; and (this is very important) it all moves along at a cracking pace, ensuring match excitement is cranked up to maximum.

It uses the familiar *Kick Off/Sensible* viewpoint and isn't exactly stunning in the looks department (regardless of the purported 3,000 frames of animation), but we have high hopes for this one. Expect a full review next issue.



Striker: the official World Cup '94 mascot. He's a dog who can play football. Apparently.

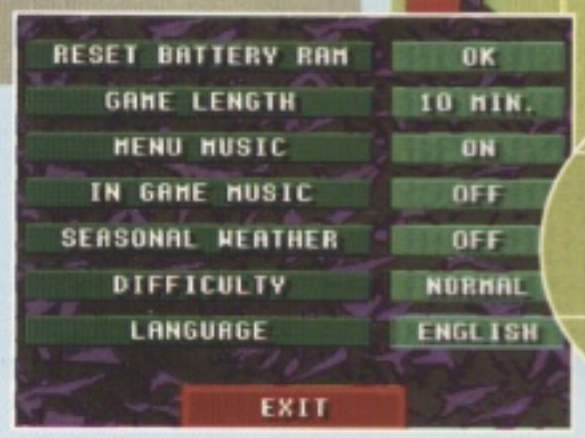
SENSIBLE SOCCER

Crowned the King of soccer games in issue 15, *Sensible Soccer* proved that the magic which made it an incredible success on other formats could be reproduced on the SNES. It retained the unique feel which was more than enough to counter its infamously tiddly players and weak sound but, surprisingly, it hasn't yet made the mark sales-wise, which it definitely deserves.

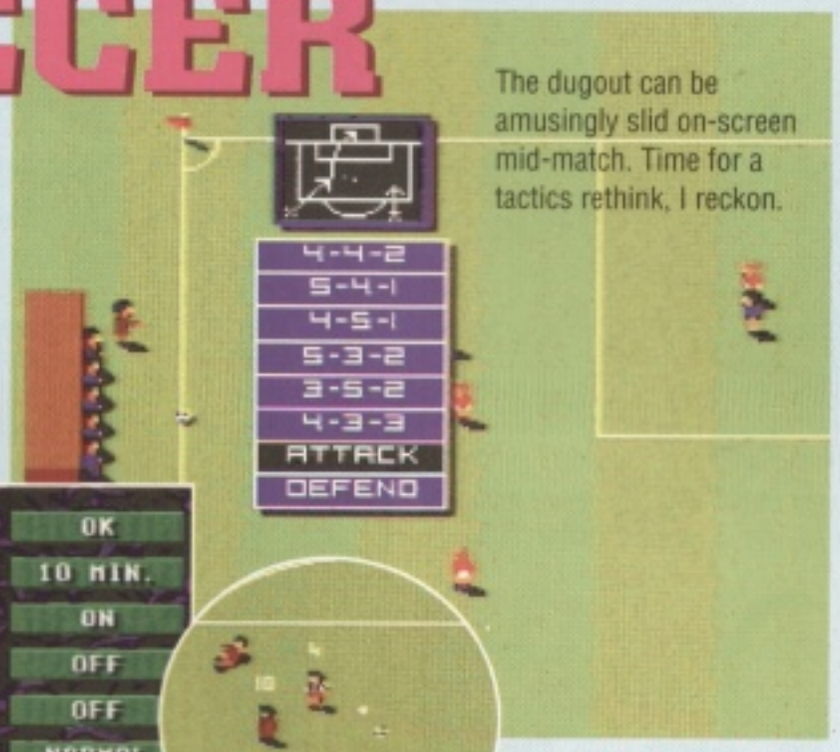
Free-flowing play is what success is about and Sensible Software deftly sidestepped the sticky-ball convention when putting the game together, producing a primarily passing game, which incorporates strategic play and in turn satisfyingly chained moves. The non-velcro-ball-with-matching-boots does mean, though, that it's a game to be approached with caution, but players willing to put in the practice – and most will feel compelled to – will reap the rewards it holds. It's a great game, and the one to beat as far as the competition is concerned.

RATING: 91% *SP*15

Above: Star players play best. And earn more cash.



Right: *Sensi*'s options are looking weak nowadays.



The dugout can be amusingly slid on-screen mid-match. Time for a tactics rethink, I reckon.

Left: You can perhaps appreciate the feelings of *Sensi*'s critics. Those graphics are *teeny*.

STRIKER

One of the biggest-selling SNES carts in the UK (80,000 to date and growing), *Striker* was applauded for its accessibility and its swift, logical passing play, which ensured that most people took to it like Paul Ince to a pair of Adidas Predators™. Something that *has* perhaps been a trifle underplayed in our previous judgement is the indoor 6-a-side option; it really does add a whole new dimension to the package, including as it does the full complement of cups and tournaments which appear in the 11-a-side option.

Appearance is the game's low point; washed-out kit colours make it pretty dull on the old lenses. But still, it's the heart of the game which counts and there's enough playability in there to keep most people beavering away for ages.

RATING: 89% *SP*10

Players strike balletic poses when you try to mess with their kit

Beautiful pitch, but Fuzzy Felt™ players – that's the problem. See?

Left: Using the walls will reap benefits in Indoor mode.

VIRTUAL SOCCER

Programmed by Probe in the UK for Japanese softco Hudson Soft, *Virtual Soccer* had more than its fair share of knockers (*Steady – Ed*) when it was released last year. But it really is a fine example of how to do a football game, as indeed our high mark in issue 13 would confirm. Its fair stack of options include a choice of two game speeds (play it on *fast!*) and an unprecedented multi-view facility, offering the traditional *Kick Off* birds-eye, above-and-behind – like *Striker* – and even from the side – like virtually every single Japanese football game ever. It plays well too, apart from the occasionally guaranteed goal-scoring opportunities and dauntingly tough one-player tournaments, both of which are forgivable. A valiant effort, then, and certainly a strong base to build *Virtual Soccer 2* on. Which, er, isn't actually planned at all. So go on then, Hudson Soft.

RATING: 87% *SP*13

A shot from El Tel's days as a player. From little acorns, etc, etc.

Wow! Virtual nightmare man! It's all 3D – just like being there, innit?

Right: The standard bird's-eye view. No 3D, no dazzling use of Mode 7 – just pure, unadulterated football action.

Apparently, rugby was originally born out of football. Years ago, some chap decided that instead of kicking it, he would pick up and run with the ball. He was instantly hailed as 'Father Of The Game'. Flip!

UK Release

Game: World Cup Striker
Publisher: Elite
Developer: Rage
Price: £59.99
Release: Out now
Players: 1 to 5 simultaneously
Cart ROM: 8 Mbit + BB
Adaptor: PAL only

Bigger! Better! Er, Five-playerer! Elite have taken their classic game and bolted bits on...

WORLD CUP STRIKER

ICON TINA TURNER

One of *World Cup Striker*'s improvements is the completely icon-driven front-end. Not *entirely* straightforward though, are they? So I'll run through them with you...

Flips back to the main menu.

Alters match time (1-90 minutes).

Selects indoor or full-size game.

Redefines the controls.

Turns off that singing woman.

Enters extra options screen.

Dumps battery-backed RAM.

Views Cup winners.

Selects level of wind (oo-er).

Changes ref's general abilities.

Balances skill over teams.

Controls in-match weather.

Returns to main menu.

Selects 2 or 3 points per win.

Decides outcome of drawn match.

Selects auto or manual 'keeper.

GOOD, BAD OR UGLY?

Elite are obviously looking to refine the classic 'If it ain't broke, don't fix it' line by tacking 'unless of course, there's potential for substantial financial gain' on the end. Still, we shouldn't hold it against them; the original *Striker* had room for improvement, and after all, we should be grateful that it's this and not an updated version of *Super Soccer* from Human that we're getting.

There are *masses* of improvements in *World Cup Striker*, but lots of them are pretty inconsequential. Let's take a look at the most significant:

- The cart now houses a battery backed-up RAM which allows part-played tournaments and edited teams to be saved at any point. Compared to the painful password systems on show everywhere else, this alone puts it a nose ahead of the competition.
- The four new tournaments include the World Championships, and of course, the

Left: Here's something that you won't see anywhere else: after-goal player stats.

Left: It's The Republic Of Ireland vs Norway at the Stanford Stadium. But England are nowhere to be seen.

Above: This option allows formation changes to be made during throw-ins. Most handy it turns out to be, too.

Left: World Cup flavour runs through the game like words through a stick of Weston-Super-Mare rock.

THE REFEREE'S A, ERM, GIT

The information display box has been updated from the monochrome original. Now you can witness such typical crowd responses as 'the ref needs glasses' in full colour. Hmm.

Above: No goals means this message. And a clown's face (?)

Below: That's a bit more like it. Relevant and to the point.

Above: It even reminds you of the name of the game you're playing.

MARK BOSNICH'S FAVOURITES

Mode 7 comes into full effect during the penalty sequence. The white directional arrow moves automatically from side-to-side, speeding up as it passes over the centre of goal.

Right: Indoor penalties are superb. *Everything* scales in size.

Below left: He's cheating, surely.
Below right: A save. Thank you!

World Cup itself, all of which are fully editable, meaning previous non-starters (mentioning no names) can be included.

- One to five players can now take part in the game, thanks to Elite realising the multitap's potential in a sport environment.
- Player controls have been expanded, giving goalkeepers three new actions which include dropping the ball to dribble upfield. Outfield players now have two throw-in strengths, an extra-long punting kick and the questionable inclusion of a deliberate foul facility.
- Graphics have also had a swipe from the sprucing-up stick. The realistic-looking Mode 7 pitch remains unchanged, but the players themselves are now 33% larger with expanded animation. Sadly, the in-game colours are still as muddy as ever, and not truly representative of the piercingly-bright kit designs which appear front-end.
- The presentation has been re-engineered to exploit the World Cup campaign potential. Tournament games include digitised shots of actual American stadium venues, with accompanying facts and figures on display. And *every* participating team has a sterling rendition of their national anthem parped forth prior to the impending fixture.

But, those improvements aside, you may be thinking, does it still retain the sky-high level of accessibility which made the original game one of the front-runners last year? Well, yes it does – perhaps too much, some would argue, with the trade-off being that players simply don't have quite the range of moves which appear elsewhere. But that would be being overly picky, I think; what's here sufficiently covers just about every necessary playing feature and option. The others have, perhaps, gone a bit over the top.

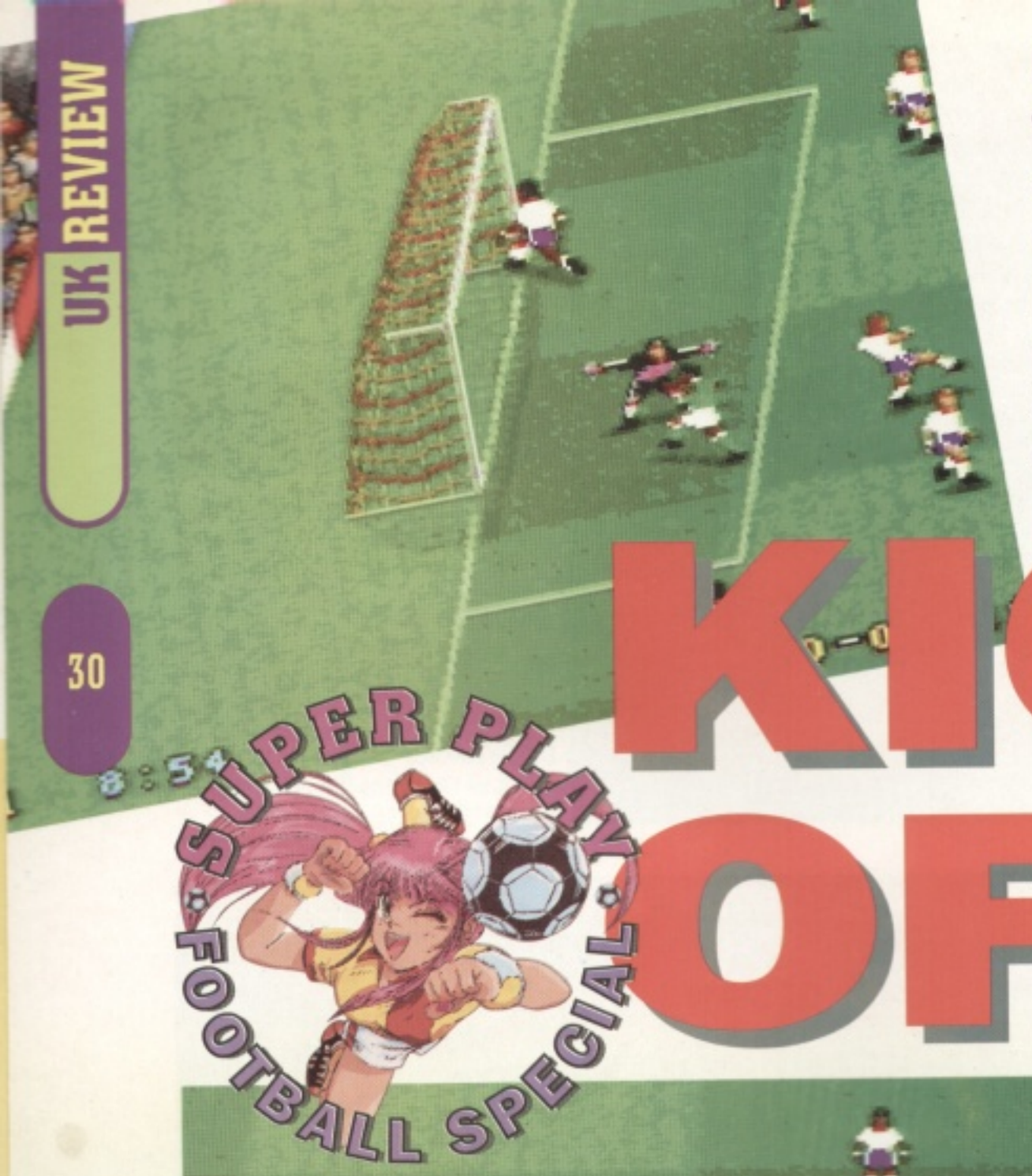
The only slightly questionable point is something I came across by playing many day's worth of *FIFA International Soccer* and *Kick Off* prior to looking at this. It's the implementation of flair moves, such as overhead kicks and flying headers, which are a tad restrained by comparison. Play consequently tends to be of a more conventional variety; and it's rare, for example, to see the sort of edge-of-the-box headers bursting into the top corner which is common (albeit unrealistic) in *FIFA. World Cup Striker*'s a less dynamic game, but not really any less exciting for it.

Overall, if you *don't* have the original game, then this is definitely worth scraping together your cash for, but it could be quite a scrape, bearing in mind the price tag. On the other hand, if you *do* already own the original, then you'll feel obliged to check out the others first. And I wouldn't blame you.

● Tony Mott

GRAPHICS	SOUND	GAMEPLAY
71%	79%	89%
GAMELIFE 91%	OVERALL SCORE:	91%

VERDICT: A beautifully well-rounded title which, thanks to the improvements, is guaranteed a place in the finals this Summer.

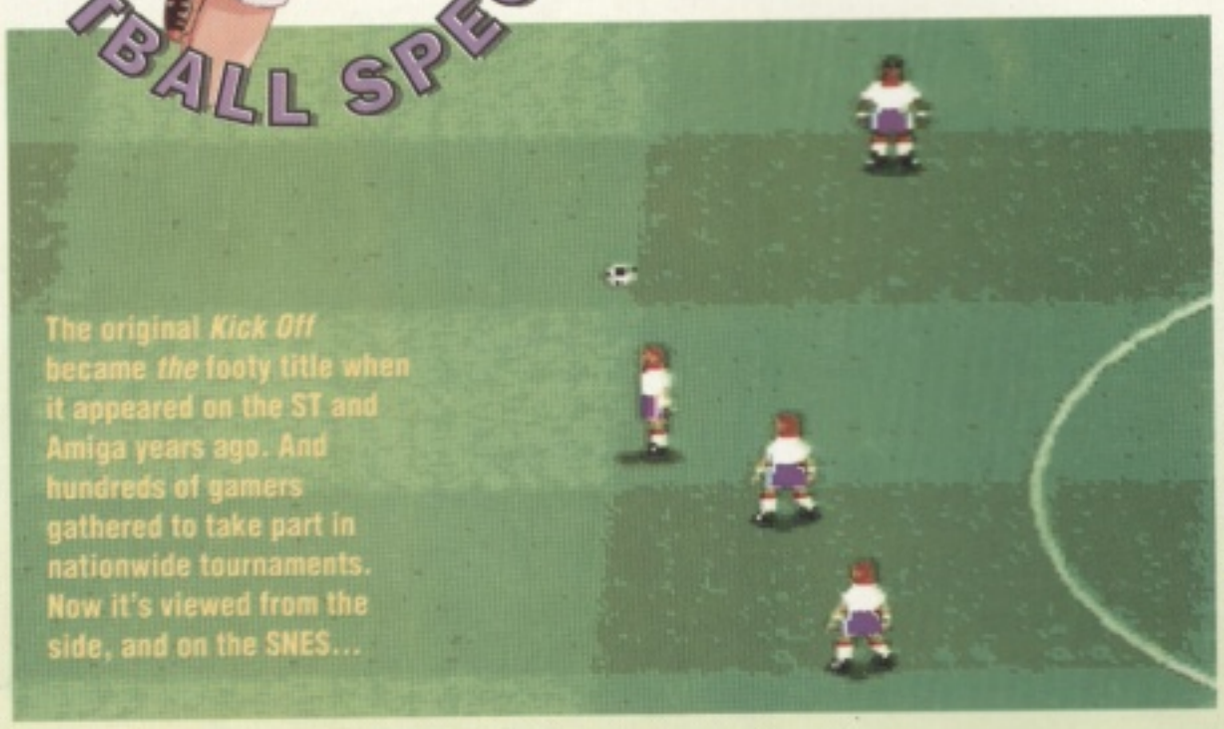


Is it really true that, contrary to all previous evidence, it *is* possible to produce a good side-view football game?

UK Release

Game: Kick Off 3
Publisher: Imagineer
Developer: Anco/ Steve Screech
Price: £49.99
Release: Out now
Players: 1 to 5 simultaneously
Cart ROM: 8 Mbit
Adaptor: PAL only

KICK OFF 3



The original *Kick Off* became *the* footy title when it appeared on the ST and Amiga years ago. And hundreds of gamers gathered to take part in nationwide tournaments. Now it's viewed from the side, and on the SNES...

Left: If anyone knows the reason for the name of this tournament, please write in.

Below: This screen is well worth a look. Pay particular attention to the number of the star player, for use later.

Left: There's even an Anco Team, made up of staff members. During the pre-match warm-up, the crowd boos everyone except Steve Screech, who gets wild cheers. Odd, that.

PRACTICE MAKES PERFECT

Most soccer titles include practise modes which just plonk you on the pitch and remove the opposition. *Kick Off 3*'s version is different: a whole section is dedicated to developing skills, such as dribbling and crossing, with the SNES monitoring and grading your progress.

Dribble & Shoot

This section gets a bit tricky if you don't have 'sticky-ball' on.

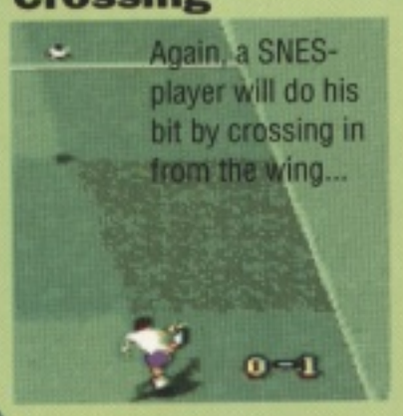
Weave goalwards and shoot. Later grades place cones in the goalmouth.

Set Piece Free Kicks

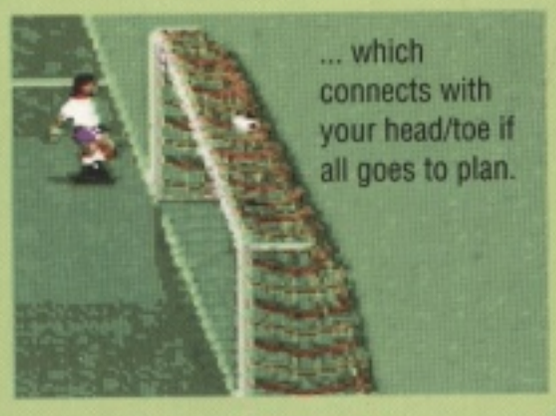
This can be tough stuff too. Select the move...

... and see your SNES-controlled colleagues put it together – only for you to muff the final shot.

Crossing

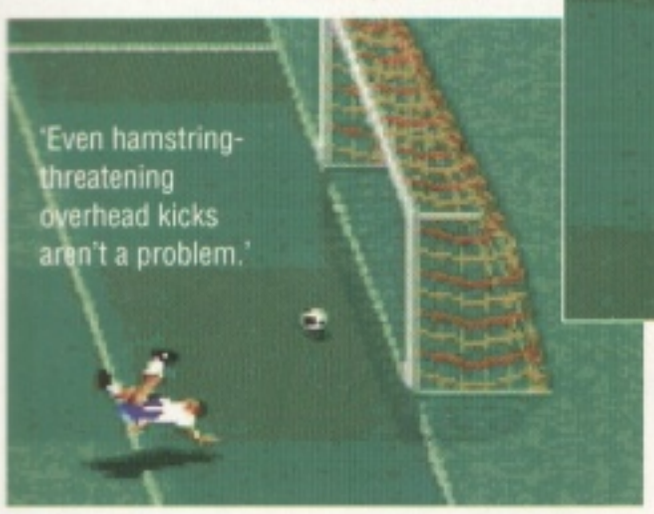


Again, a SNES-player will do his bit by crossing in from the wing...



... which connects with your head/toe if all goes to plan.

'And I can do them flying through the air. They're a bit harder, though.'



'And my European counterparts have even mastered this move.'

TACTICAL SUPREMACY

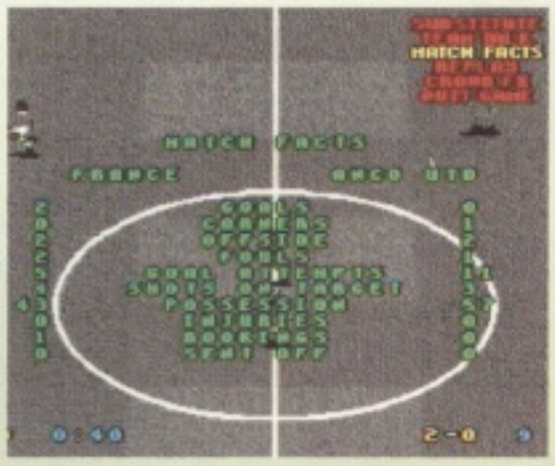
Strategy and tactical play, that's what football success is all about. Oh, and scoring tonnes of goals. *Kick Off 3*'s strategic elements are fairly compact...

Bring this section up in the corner by pressing pause.

It allows you to swap the team around.

And give them a good talking to. My advice? 'Push Up' every time.

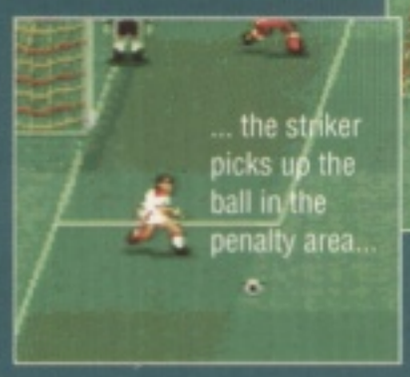
Yesss, another chance to witness my comprehensive victory over Anco Utd.



GOALS GALORE

One of *KO3*'s unquestionable strengths is the variety of goals scorable. None of that dribbling-from-your-own-half-and-past-the-goalkeeper every time here. Two shining examples, then...

The winger cuts inside to make a splendid cross...

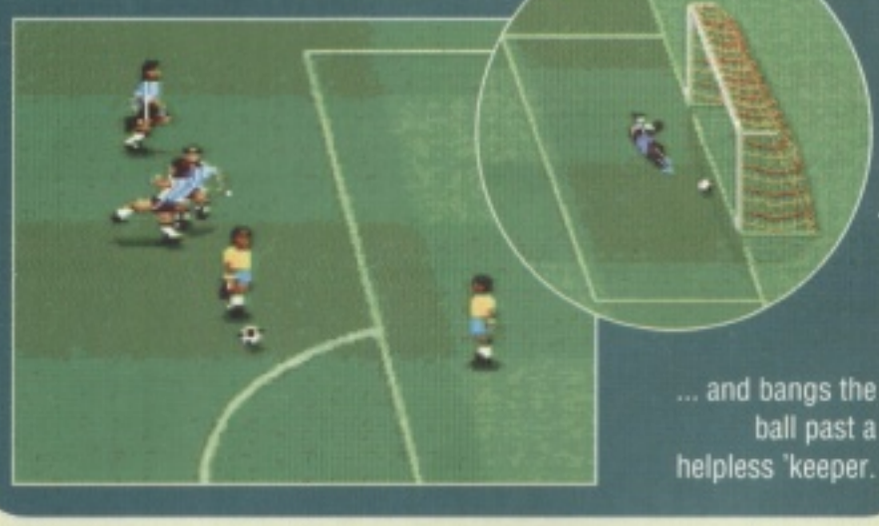


... the striker picks up the ball in the penalty area...

... and proceeds to perform a stunning turn, to score using his instep. A super goal.

A brilliant solitary effort, this. With the defence seemingly watertight...

... the Brazilian player jinks through a series of rash challenges...



... and bangs the ball past a helpless 'keeper.

GOOD, BAD OR UGLY?

I bet you're already fed up with all this football business and zoomed straight in on that final score before coming here. And I bet when you read it, your eyebrows migrated an inch or so up your forehead in surprise. I know mine certainly did when I began to realise that, even after trillions of Japanese attempts, it *is* possible to produce a completely splendid *side-viewed* footy game. I think the reason behind *Kick Off 3*'s quality is that Steve Screech (the project's chief programmer) has played enough video game football in his time to make his fingers fall off, and as a consequence, he's become very aware of the essential ingredients.

Speed of play is one of the most important; *Super Soccer* was overrated in my opinion because it's so teeth-grindingly slow, and *Virtual Soccer* would be lost without its fast option. But *Kick Off 3* has got the blend just about right; the pace which you travel up the pitch is quick enough for 90 minutes of end-to-end action – crosses and shots sprang around with alarming velocity, while still being followable.

Control must be another essential, and this game earns praise for the comprehensive control system which it demonstrates. Using the A, B, X and Y buttons (sometimes combined presses) the players can be made to perform 14 individual actions. And because of their context-sensitive nature – vollies are only available if the ball is between ankle and stomach height, for example – it doesn't take long for them to become intuitive. Get someone else round (or ideally four others – it's Multitap compatible, remember) to play and it's furious stuff right through from the first pea-vibrating whistle effect to the very last; during which time valued friendships will have suffered severe erosion, if not dissolved altogether. And that's *exactly* the kind of emotional involvement which indicates its quality.

But now onto the bit that you were expecting; where we look at the game's flaws and downpoints. The front end is particularly disappointing; a dull colour scheme and unwieldy options paint a pretty poor picture when you first power-up. There's a hint of slow-down when things get very busy too, but not so much that it affects gameplay to any great degree. And let's not forget the soundtrack which, up against the likes of *World Cup Striker*'s funkadelic singing samples, just doesn't cut it at all.

But *Kick Off 3* plays a superlatively smashing game of two halves, being quick, smooth and brilliantly competitive. Yep, definitely worthy of some serious fist-on-chin purchase consideration.

● Tony Mott

GRAPHICS	SOUND	GAMEPLAY
77%	68%	92%
GAMELIFE	OVERALL SCORE:	91%
92%		

VERDICT: This answers the question in the top left of the page with a resounding 'Yes'. We were sceptical at first, but this is brillo stuff.

UK Release

Game: FIFA International Soccer
Publisher: Ocean
Developer: EA/Extended Play Productions
Price: £44.99
Release: Out now
Players: 1 to 5 simultaneously
Cart ROM: 8 Mbit
Adaptor: Any
Game supplied by: Dream Machines (0429) 869459

Three **balls on one pitch, that's wrong isn't it? Hold on, we *always* use that sort of gag when we glue lots of screens together and it's never funny. Sorry. Gives you a good impression of the game's viewpoint, though, doesn't it?**

FIFA INTERNATIONAL SOCCER

It's a brand, spanking new isometric 3D game! What is it then? *Solstice III*? *Shadowrun 2*? Oh. It's *more* football.

Left: The inset view at corners is similar to those on display in previous *Madden* titles.

Right: The power bar at the top is an addition from the Mega Drive version. It doesn't play as large a part as you might expect, though.

ISOMETRICALLY PROJECTED REPLAYS

***FIFA*'s replay option is, in true EA Sports tradition, superb; the action being viewed with the help of an on-screen control pad. But isn't that an American pad?**

Left: The Super Scope bonus game. Only kidding.

Below: The same view, but from the reverse angle.

Left: The fully-animated scoring sequence adds razzmatazz.

GOALS FIFA-STYLE

The goals in *FIFA* are usually spectacular. Shots and headers can be loosed off from almost anywhere and – if you're using a good team – are often likely to find the back of the net. Here are two typical examples...

2) ... Ah, *he's* seen it and crashed in an instant volley.

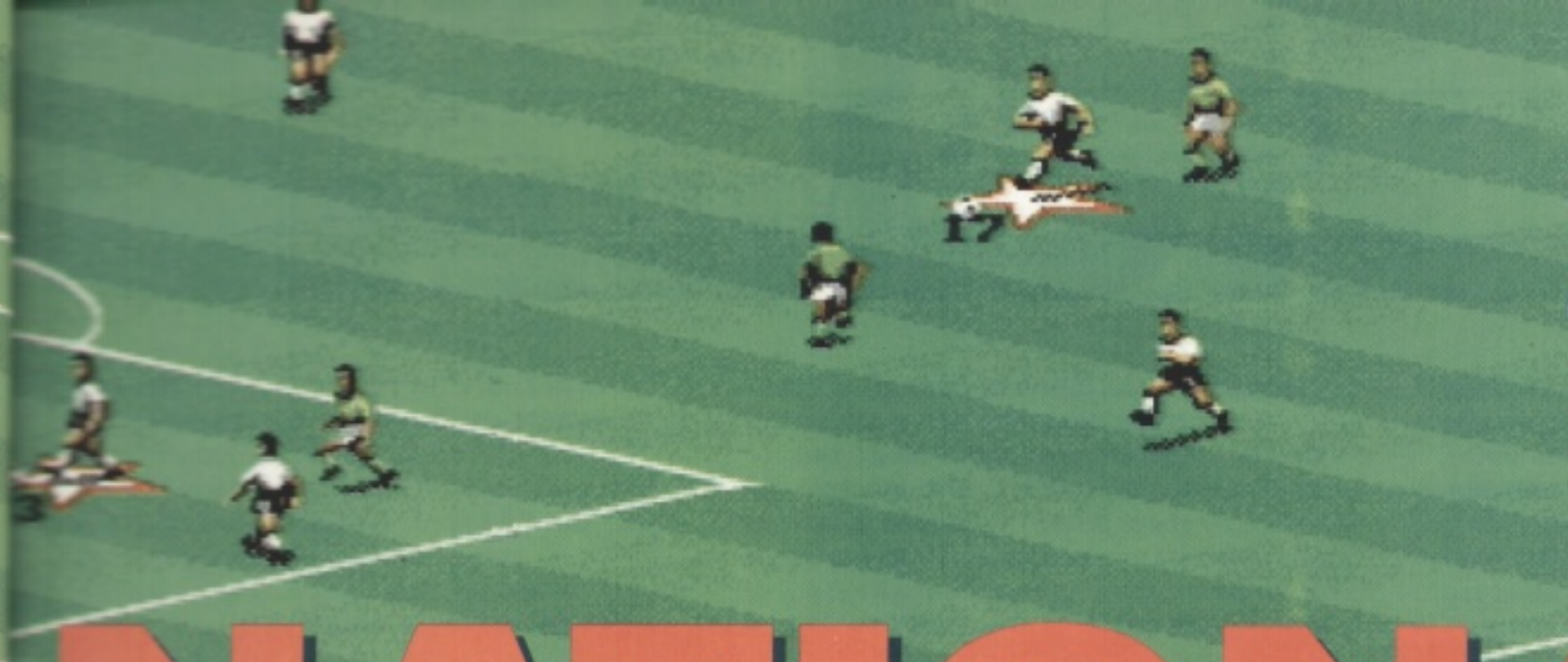
1) Everyone's looking a bit lost at the moment. They haven't seen the ball heading in from the corner...

3) The poor chap between the sticks has no chance.

1) The Spanish midfielder makes swift progress down the centre, looking to pass the ball.

2) He picks out the forward who strikes...

3) ... and scores with a screaming net-buster!



NATIONAL

PRESENTATION POLISH

EA have had plenty of practice presenting sports games in the past and *FIFA* proves they haven't lost their touch...

The game has a fictitious England squad made up of EA employees. Pull up their stats and have a laugh.

You've got to get this bit tuned to perfection. It dictates the amount of pitch area covered by each team section.

Rearrange your collection of Cadbury's Buttons and your players will magically change their formation.

Do you favour the Wimbledon game? Or Blackburn? It's best to stick it on 'Auto' initially, and let the SNES decide as you go.

Left: You put your all into a kick and the ball rolls two yards. I despair, I really do.

Right: This screen is best used when playing against a human opponent. We call it the 'gloating screen'.

GOOD, BAD OR UGLY?

This game presented something of a dilemma when it appeared on the Mega Drive last year. The problem was that the brilliant *Sensible Soccer* appeared at about the same time, leaving soccer fans torn between two titles that most pundits reckoned were on a par, quality-wise. And the buying conundrum is even more exaggerated on the Super NES because the situation isn't quite so cut-and-dried: there's an obvious wealth of sterling competition. So let's take *FIFA* apart and judge its worth.

It certainly has it made in terms of presentation. User-friendliness has always been one of EA Sports' hallmarks and *FIFA* doesn't break that tradition. The front-end has been superbly implemented, with some finger-tappingly groovesome music and options which, rather splendidly, can be tweaked at any point during the match, rather than being restricted by natural breaks in play.

The stalwart replay feature is a particularly shining example of the interface excellence, having a long section of viewable 'footage' and incorporating a never-before-seen reverse angle view. The level of options don't run to the extremes of things like *World Cup Striker*, though, which can probably be attributed to the age of the original, that appeared when oneupmanship wasn't the issue that it's become amongst football games this year. Minor improvements have been made in the translation, but it isn't going beat the very newest entrants in the flexibility stakes.

FIFA's major selling point is quite patently its appearance. The crowd effect is easily the best we've seen, somehow managing to achieve the illusion of a mass of individuals rather than just the usual, er, mass. And the players themselves are no less special in animation terms, but it's a pity EA didn't get around to solving the player/pitch relationship; instead of surefootedly stomping around, team members are prone to moving as if they're on an ice rink. But they've got some super somersaults and dropping-to-their-knees goal celebrations which serve to ensure that this is the nearest thing to watching real football on the SNES.

The game of football *FIFA* plays is something which seems to divide people into two camps; those who love the viewpoint and its unquestionable visual appeal regardless of *anything*, and those who maintain that its 30 degree isometric perspective only detracts from the level of control available; and that the game engine doesn't allow for proper passing play, instead running a somewhat random and primarily long-ball game. And the latter group could well have a point.

The (comparative) lack of speed makes *FIFA International Soccer* a more relaxed game than it perhaps should be and, yes, the action does occasionally lack the structure which purists will demand. But if you can get your hands on a stack of chums and a multitap, then the spectacle which inevitably ensues is something you really can't afford to miss.

● Tony Mott

GRAPHICS	SOUND	GAMEPLAY
84%	80%	87%
GAMELIFE	OVERALL SCORE:	89%
86%		

VERDICT: A cracking conversion from the Mega Drive, plus some extra bits thrown in. Fantastic with a few friends and a genuine contender.

Out of date, old and not golden

So how about the alarmingly large amount of also-rans out there? Some of which had their heart in the right place, but faltered when it came to the crunch; and some of which simply had no heart at all. Looking back at those other footy games, in no particular order...

Champions World Class Soccer Endorsed By Ryan Giggs (*SP*19: 66%) appeared last month – after Acclaim snatched up the title from America in its original *World Class Soccer* form and plastered young Giggsy's name all over it for release over here. It suffers from a muffled sense of control, a useless pitch radar and ridiculous goalkeeping anomalies. No, we didn't go much on it at all.

Super Cup Soccer 1 (69%) was a very early effort which didn't have a full review, but its sequel, **Super Cup Soccer 2** (*SP*19: 60%) also appeared last month, successfully maintaining the Japanese tradition of producing football games which miss the point altogether. It plays a dull game and should be given a wide berth.

One of the four original carts which appeared in conjunction with the SNES's original UK launch, **Super Soccer** (*SP*1: 83%) gained sales success purely through lack of competition. It looks and plays surprisingly similarly to *Super Cup Soccer*, and that 83% mark would now be nearer the rating which its virtually identical (now four-player) sequel **Super Formation Soccer 2** (*SP*11: 70%) got. Both look and feel extremely dated by current standards and again should be avoided.

Programmed by the same team who almost made Mode 7 ice-hockey work – Sculptured Software – **World Soccer** (*SP*14: 29%) took football to new depths, gameplay-wise. The confusing viewpoint meant that progress was nigh-on impossible, making it 'almost certainly the worst football game we've ever played on the Super Nintendo', to quote our original review.

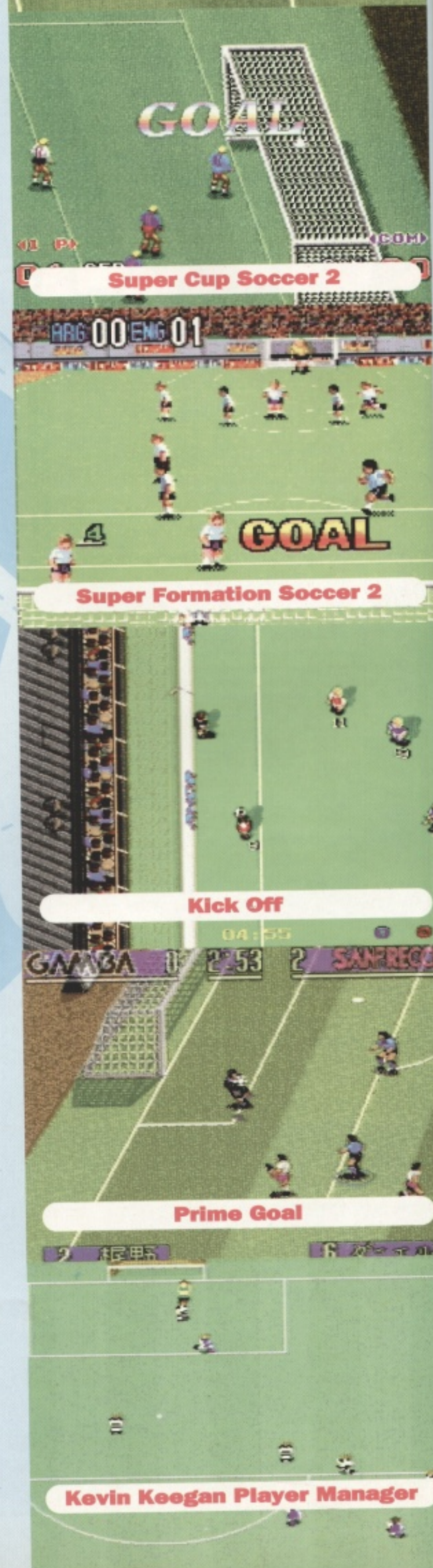
Amiga gamers' ex-fave (now replaced by *Sensible*, in their eyes), **Kick Off** (*SP*3: 56%), wowed us with its almost unfinished feel and profoundly pinball-like gameplay. Now found languishing in second-hand cartridge outlets across the country, it is indeed dispensable stuff.

If the Japanese aren't programming Mode 7 footy bonanzas such as *Super Soccer*, they're beavering away at side-view efforts which have become almost synonymous with the Nipponese. **Hat Trick Hero** (66%) and **Prime Goal** (*SP*13: 75%) are the two most noteworthy examples, both being a good laugh to play and the latter including some bizarre anime-style cut sequences during tackles. But neither include the flexibility of their top-viewed European counterparts and can't be considered purchase-worthy.

And let's not forget **Kevin Keegan Player Manager** (*SP*12: 59%), an attempt to blend actual football gameplay with a strategical management section. The problem was, neither section was very strong, the 'action' part was particularly weak, being merely a slight revamp of the depressingly weak *Kick Off*. So don't buy it.

So where does this leave us?

Well, it really does boil down to individual preference. That may sound like a bit of a cop-out, but it's true. We all have our own favourites here; Tony prefers the smooth passing play of *World Cup Striker*, James will argue that *FIFA*'s look and feel reign supreme, Wil just plain loves *Kick Off 3*, and Zy still holds *Sensible*'s delights close to his notoriously hard-to-please heart. You'll be safe buying any of those four games if you're after a footy title this Summer.



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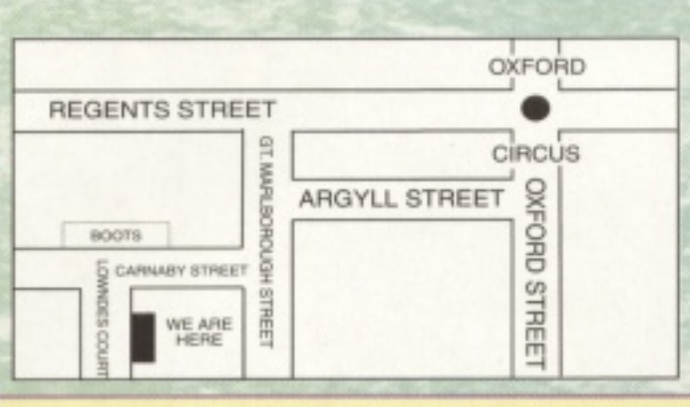

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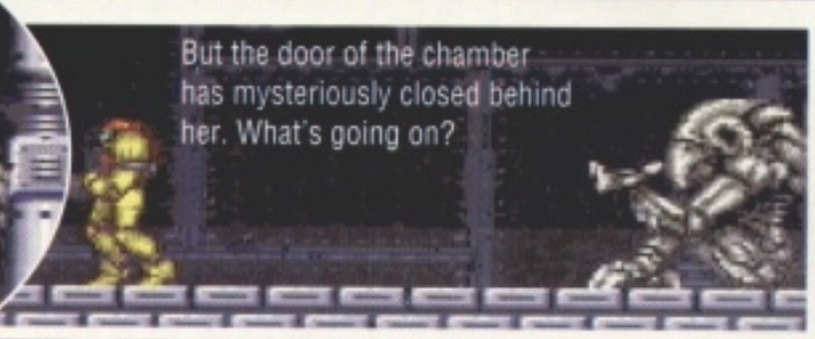
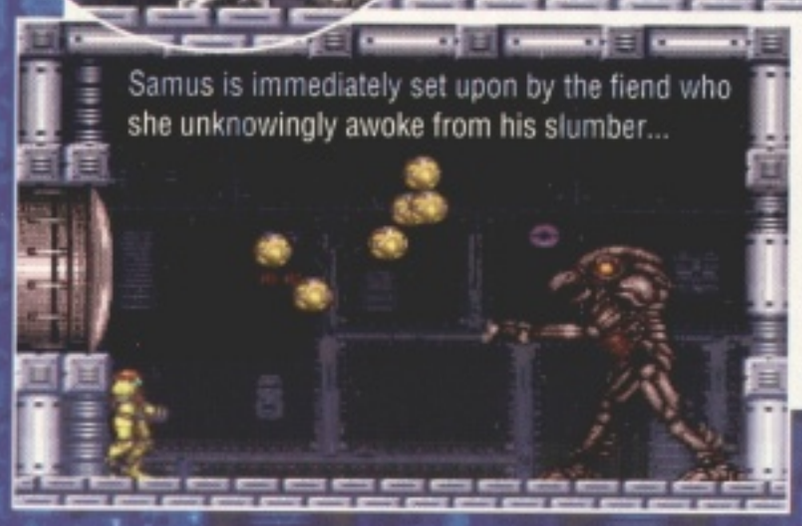
Japanese Release

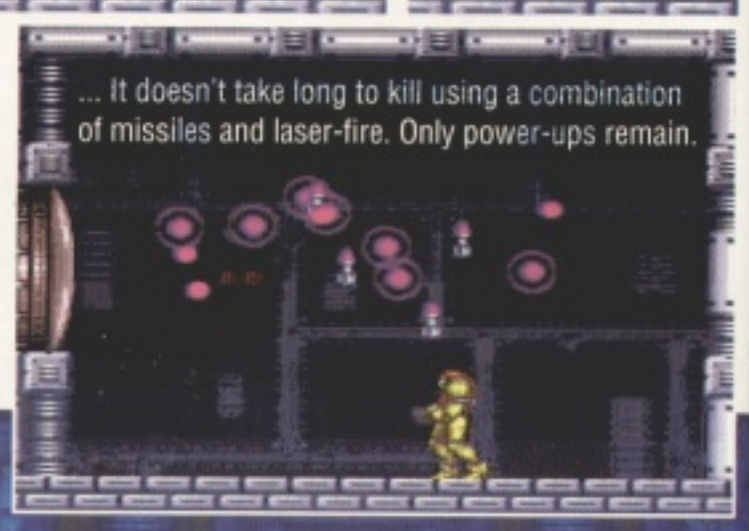
Game: Super Metroid
Publisher: Nintendo
Developer: In-house
Price: £60-£75
Release: Out now
Players: 1
Cart ROM: 24 Mbit
Adaptor: Most new ones
Game supplied by:
Dream Machines (0429) 869459

The focal point of most of the game is this golden, jewel-encrusted dragon statue. Its purpose will be revealed later on in your quest.

After befriending the Metroid in her previous outing, Samus takes the larvae to a research laboratory. Upon leaving, however, she receives a distress call in orbit. She returns to the lab to investigate...

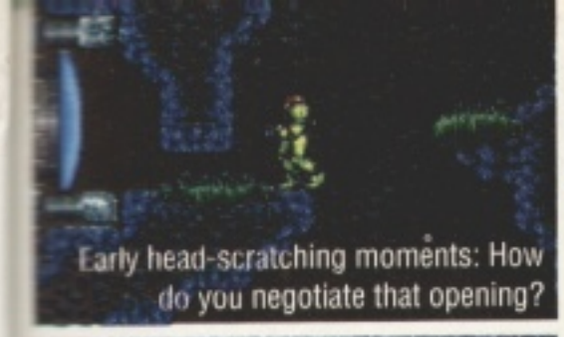


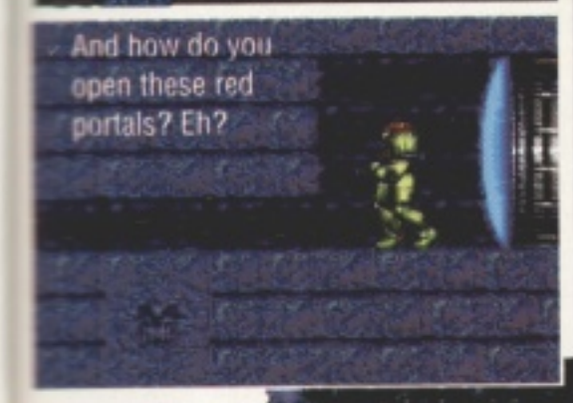


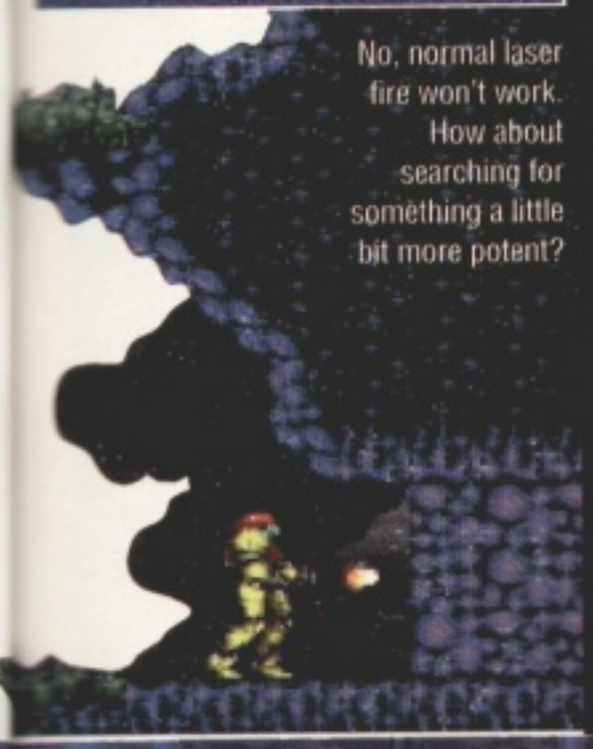


SUPER METROID

This isn't just any Metroid. Oh heavens no. It's a *Super* Metroid. How super? Well let the team say...


Early head-scratching moments: How do you negotiate that opening?


And how do you open these red portals? Eh?

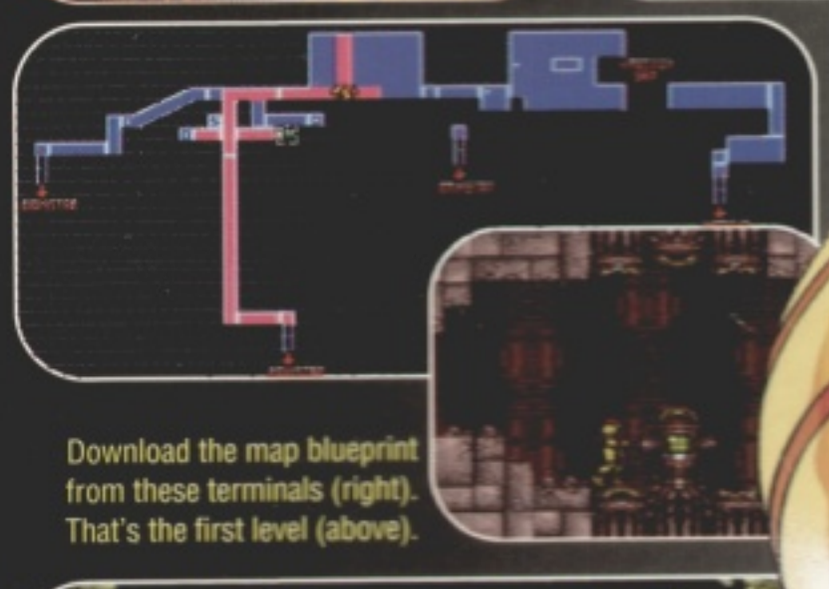

No, normal laser fire won't work. How about searching for something a little bit more potent?

TERMINAL TREATS

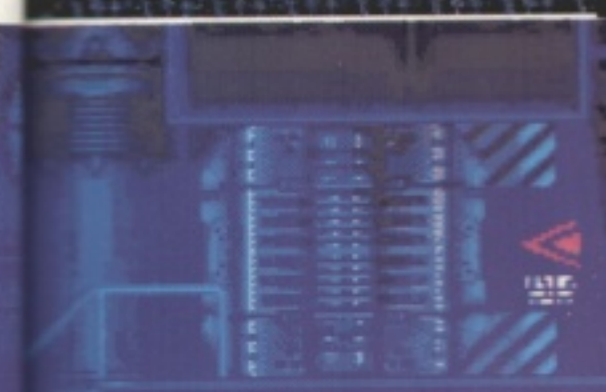
Super Metroid's world is peppered with rooms housing terminals. Search them out: they're essential to progress.

A save-game room. Use it as often as possible, obviously.

Left: The battery backed-up RAM allows three game positions to be stored. You'll be seeing a lot of this screen.


Download the map blueprint from these terminals (right). That's the first level (above).

Very rare, this one. It enables full recharge of both energy (left terminal) and missiles (right).


All is most certainly not well. Samus finds the larvae's cylindrical glass specimen casing smashed open. Now things really start hotting up...

GOOD, BAD OR UGLY?

An apology is called for, I think. When I sat down and played through *Super Metroid*, a single thought repeated itself in my head: that this game was everything *Rockman X* should have been. Now, let's be clear on the matter – I very much enjoyed playing *Mega Man X*, and I maintain that it's much more fun than *Mr Nutz* or *Cool Spot* – but my judgement is in doubt because, quite frankly, I didn't think they made games like *Metroid* any more. And now it's here, I think it deserves to be raved about a great deal more than *Mega Man*.

Super Metroid is more of an experience than a game. Not since *Zelda* have I seen something that manages to build tension and excitement so perfectly; and I thoroughly advise you NOT to read the manual if you want to get the most from your first playing. The structure of the game is vaguely cinematic, helped by the fact that it resembles the *Aliens* movie in many respects: play *Metroid* as if you were watching a late-night movie on your own, by switching all the lights off and whacking the volume up. Like the graphics, the sounds for each level are simple but extremely effective.

Taking an elevator down to the penultimate level, a new *Carmina Burana*-esque soundtrack kicked in. Talk about atmospheric – it was like descending into the ninth circle of Dante's Inferno. As I have done several times in the past week.

The *Zelda* comparison is actually a little bit more appropriate than it might sound. In the process of exploring the subterranean levels of Planet Zebes, you'll see lots of rooms and doors placed temptingly beyond your reach. Later in the game, you'll find a new special object, or even learn a new trick with one of your existing power-ups, that lets you jump higher, climb walls or swing across chasms. Suddenly, you'll remember those undisclosed regions and an idea will form in your head that just maybe, if you went back and explored again with this new ability, something might turn up...

The problem with *Super Metroid* is that it's so compulsive you'll want to play it without eating or sleeping. And at that rate, unfortunately, you'll probably crack it over a long weekend. Even with 24 meg and hundreds of rooms to explore, there's a distinct disappointment to be felt when it's all over – you so much want to play just one more level, find one more special item, fight one more boss. I was feeling so lost I had to go back and start playing through it for a second time, right from the beginning – and this time I swore I'd find more than 72% of the hidden rockets and missiles.

The cost of the cart doesn't enter the considerations of the marks we've given here, but we'd like to stress that some of the import prices being charged are exceptionally steep and certainly not in fair proportion to the fun you'll get from *Metroid*. Our recommendation is that you get together with a couple of friends, split the cost and then take it in turns to play through. That way you can actually compete with each other by seeing who can finish the game quickest (your times are clearly and accurately touted on the battery save game screen), which adds a little to the solitary nature of this one-player game.

In conclusion, I've re-read my *Mega Man* review and it occurs to me that I should really have kept those sentiments for *Super Metroid*. Can you smell that warm, greasy aroma? It's my humble pie, baking in the oven. I think I'll go and cut myself a slice because, thanks to this game, it won't taste too bad.

● Zy Nicholson

CREATURE FEATURES

GOOD, BAD OR UGLY?

Imagine a game which takes all the very best elements from *Turrican*, *Aliens*, *Exile* and *Nodes Of Yesod*, blends them to a perfectly dreamy consistency and then adds the extra ingredients which only Nintendo seem to be aware exist. You've probably formed a mental picture which bears strong semblance to *Super Metroid*.

There's simply been nothing like it on the Super Nintendo before, or any other machine for that matter. It's such an overwhelmingly consuming game, a genuine rarity nowadays; something so utterly compelling that, as Zy says, you really won't want – or indeed, be able – to do anything else until you finish it.

The game's singular most remarkable feature is the atmosphere. And the incredible thing is, just when you think you've seen everything that it has to offer, it slams something completely new into your lap; a new weapon; a new technique to master or even an interesting new breed of creature to puzzle over.

The heroine herself, Samus Aran, has made the transition from 8- to 16-bit superbly. Oozing visual appeal, her versatility is unrivalled by any other game character, purely due to the expandable nature of her combat suit, upgraded by finding collectable power-ups.

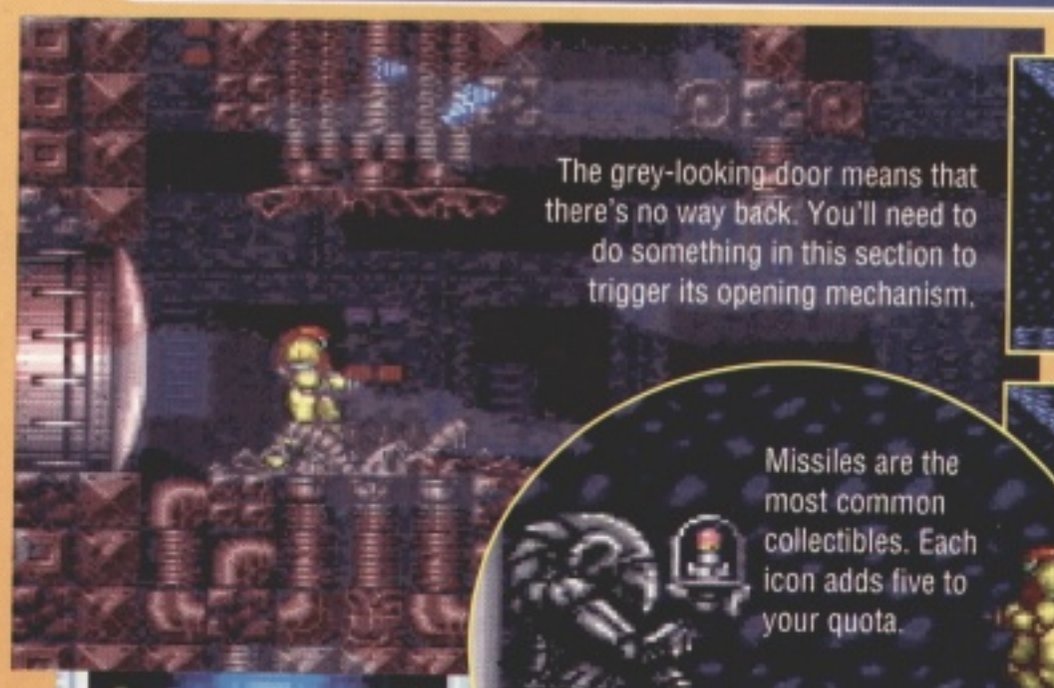
The action's so varied that one moment you'll be hurtling through sheer rock faces at breakneck speed, the next swinging from cavern-ceiling fixtures over bubbling lava pits. And control always feels so natural; Nintendo have engineered the playability with such refinement and finesse that you'll never find yourself blaming the game for finding yourself tumbling spike-wards on the later levels; but instead cursing your as-yet unperfected playing technique. There's even a selection of hidden techniques tucked away in there too, making it deeper gameplay-wise than we had suspected.

We're all aware of the oft-coined term 'interactive movie'. And we're just as aware of the pathetic excuses for entertainment which people so often pass off as qualifying to fall within that fictitious realm. But I would venture that this is in fact produces a stronger illusion of taking part in a film than most of the FMV-packed CD-based stuff doing the rounds. Of course, it doesn't ever pretend to match them visually or in style, but the sense of immersion it imparts is virtually unparalleled elsewhere.

It's undoubtedly the best game I've played this year so far, and you can't conceivably call yourself a Super Nintendo fan if you miss out on playing it yourself. Don't expect passers-by to be knocked out by it, though. People in the *Super Play* office have stopped to watch someone else playing it for a couple of minutes and then carried on their way, largely unmoved, but I can't really blame them; Zy's description of it as more an experience than a game is wonderfully accurate. You cannot appreciate what it offers with a mere five minute gander.

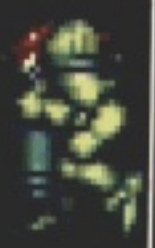
So, having praised it to the hilt, is it really worth exchanging a pile of notes that high for? Well, again I must refer to Zy's appraisal: his price point/purchasing suggestion is certainly very sensible. But whatever happens, however you counter that slight conundrum, *do* make sure that you get to play it. You'll be playing a game destined for classic status.

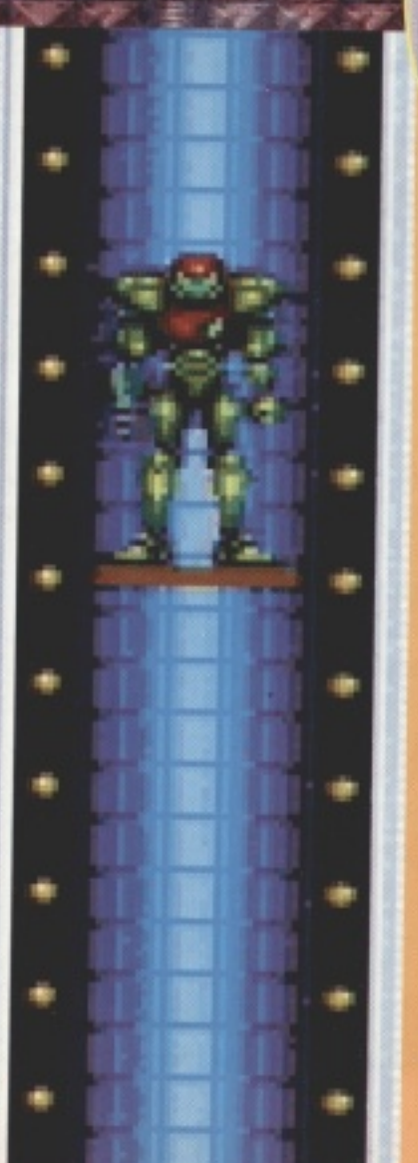
● Tony Mott


The grey-looking door means that there's no way back. You'll need to do something in this section to trigger its opening mechanism.

It's not all flat-looking graphics in *Metroid*, you know. This larvae-pinching nasty scales right out of the screen.

Samus uses the tantrum technique to open this door.





Going down! Lifts connect the underground complex.

GOOD, BAD OR UGLY?

Do we expect too much from games like this? Are we too harsh when okayish games appear in a blaze of publicity from Nintendo in Japan? *Super Metroid* proves that we're not. It's everything I expected. Rather than be surprised that it's good fun, I'm pleased that they did what they should have done. Namely, taken a long time and come up with something that frustrates, annoys, dazzles and bewitches you. Something, basically, that captures your senses and your imagination.

Super Metroid is a corker, and proves that there are always new directions to take when people say that a certain genre is used up. It's true; this game is what *Mega Man X* should have been. But let's forget about *Mega Man X* and concentrate on how nice this game is. It's got everything I look for; playability, hidden tricks, powerful weapons and steamingly evil baddies (the Metroid itself, in fact).

Great, very Japanese game-looking graphics and a cool, thumping soundtrack also hoof *Super Metroid* securely into the endzone where the classics dwell. I'll be playing this one for ages. And I've got a feeling it's going to get better and better.

● James Leach

GRAPHICS	SOUND	GAMEPLAY
80%	89%	94%
GAMELIFE	OVERALL SCORE:	92%
80%		

VERDICT: We all love this game. *Super Metroid* is absolutely marvellous and *you* should own it.

MEMORIES OF METROID

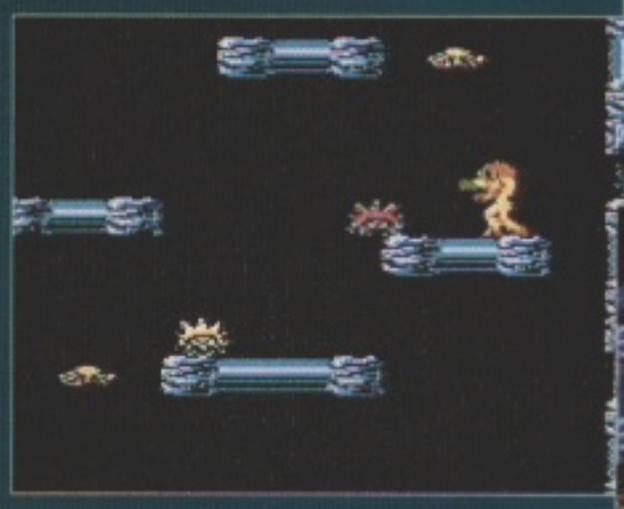
1994 will be an extremely important time for your Super Nintendo. Wise old game sages with their fingers on the pulse, their ears to the ground and their transparent-membraned eyes fixed firmly on the future are muttering that the next 12 months will be a 'software year'. Our cover game is 1994's first of many official in-house developments for the Super NES, but it comes at a time when it seems the big N's efforts are being directed more and more towards the future. We approached it with a healthy scepticism in order to get an idea of what we can expect – and if *Super Metroid* offers a taste of what's to come then we're going to have a pretty good time.

An incredibly successful title in Japan when it was launched a decade ago, the original *Metroid* was one of Nintendo's first Famicom carts with a MMC (Memory Map Controller) chip. Allowing a marked increase in game complexity, it gave designers the freedom to create such classic titles as the original *Legend Of Zelda* and the hugely popular *Kid Icarus*.

In the days of the Famicom (the original Japanese NES) most game heroes were men – and that usually meant handsome, muscle-bound macho stereotypes. *Metroid*, on the other hand, held a little surprise for those who completed the game. Samus Aran, the game's armoured warrior, appeared no different from the usual shoot-'em-up character. Replete with a set of slick moves and an impressive armoury of weapons, Samus took on hordes of alien pirates. It was only when the alien queen, the Mother Brain, was finally destroyed that Samus could finally relax and remove the battle-suit's helmet. Long blond hair fell out: Samus the bounty hunter was a woman.

THEN... AND NOW

It's when looking back at the original Famicom version that *Super Metroid*'s roots become more apparent. The graphics, as we've commented, aren't the pinnacle of Super Nintendo achievements, but the heart of the original's gameplay has been transferred and duly improved.



Above: Not bad-looking for an NES game, is *Metroid*. And the playability is all there. Obviously, the platforms are a lot simpler.

Right: The two screens to the right are (above) the NES and (below) the SNES. It's exactly the same point in the game, so you can compare.

Above: It's all done in those nice bright blues, too.

Here you see the sheer beauty of the SNES. There's Samus, and that large thing above her is the Metroid. Scary, eh?

THE BACK-ROOM BOYS

At the time of Nintendo's infancy (in video game terms), company president Hiroshi Yamauchi assembled three development teams which were to be labelled R&D 1-3 (Research and Development). Each team worked on their own individual projects – both hardware and software – and have been co-operatively responsible for a significant degree of Nintendo's progress and current standing within the industry.

The design of *Super Metroid* is the work of none other than R&D 1, headed up by Gumpei Yokoi (*See last month's Inside Japan feature – Ed*), and universally acclaimed to be Nintendo of Japan's premier research and development team. Yokoi's team of 30+ developers (alarmingly described as 'a band of samurai' by a colleague outside of Japan) have the design of the incredibly successful Game Boy – and the not-so successful Famicom peripheral ROB (Robotic Operating Buddy) – to their credit.

Slash gets a rasping chainsaw in the right ear 'ole, courtesy of a now-skinless Chainsaw. Better put some Witch Hazel on that, Slash.

BRING ON THE BAD GUYS

You want weird? Just check out this quite grotesque array of characters...

Dr Blast

Dr Blast squirts at you with his syringe, then turns it on himself and transforms into a barb-tailed bug! Urgh!

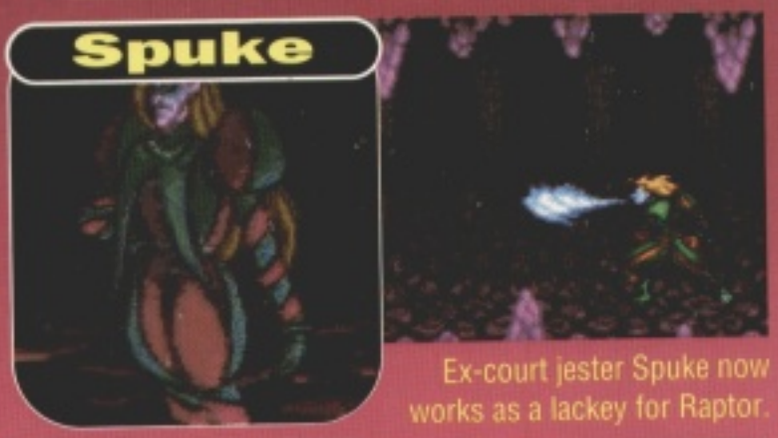
Kane

This E Honda-like cane attack is Kane's best move. Vicious.

Tattoo

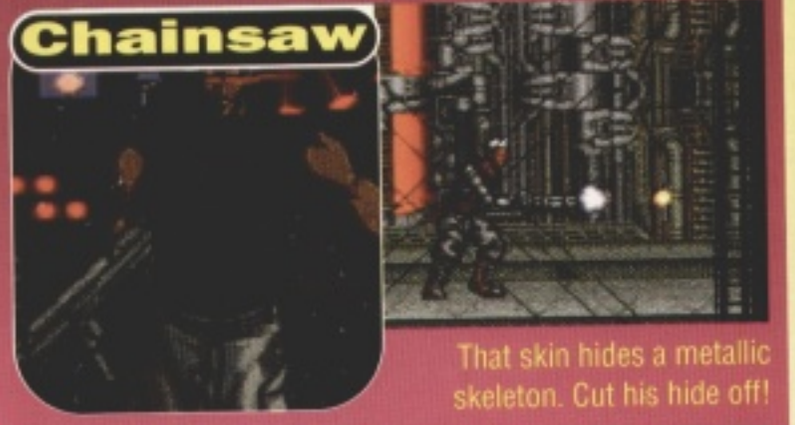
Tattoo's rose tattoo bursts open to reveal a killer rosebush.

Spuke



Ex-court jester Spuke now works as a lackey for Raptor.

Chainsaw



That skin hides a metallic skeleton. Cut his hide off!

Raptor

Remind anyone of Strider? Raptor is the game's big boss.

Slash

Our hero. Top sword-wielder and all-round wrongs-righter.

X-KALIBER 20

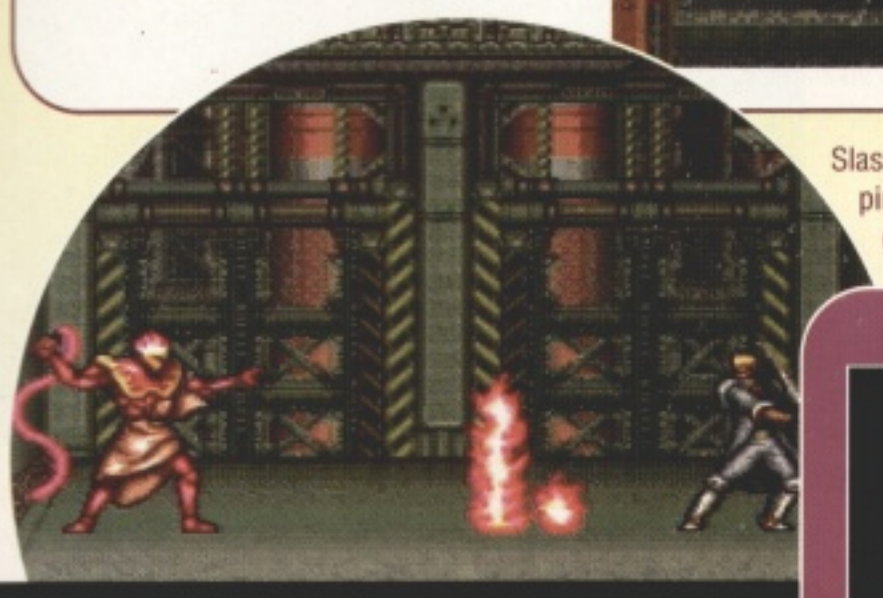
A great example of the game's backdrops is this shot from a level overlooking the city's bay, replete with shimmering water effect. That squarish object in the foreground can be broken open to reveal a burger or cola power-up icon.

Edged-weapons have been useful tools in settling disputes for centuries. And they'll retain their popularity right up to 2097, if the storyline of this game is to be believed.

Above: This flaming swipe is Slash's strongest attack. Its range is offset by the brief freezing effect which follows.

Right: Down and Fire on the pad brings forth this skull-splintering attack. Useful when falling from ledges, I found.

Below: Slash blocks attacks, but it pushes him back. Bottom: He mistakenly unsheathes his artificial Christmas tree. Oops!



Slash goes toe-to-toe with a pink-clad whippy chap. And gets his curtains criticised.

SLICE, DICE AND DISSECT

Rather than just flashing and dying, dispatched baddies behave thus...

Either he's overdone the diet this week or this chap's just been dealt a blow. Have Nintendo seen this?

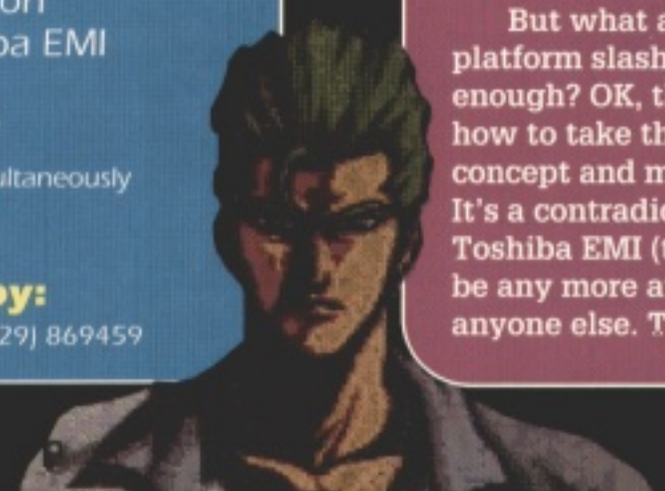
Ah, I see, this vertical swipe clearly shows that the baddies aren't flesh and blood, but robots. That's all right then.

No mercy, this bioke; he even takes out his rage on the animal community. And these definitely *aren't* robots.

3 ER 97

US Release

Game: X-Kaliber 2097
Publisher: Activision
Developer: Toshiba EMI
Price: £44.95
Release: Out now
Players: 1 or 2 simultaneously
Cart ROM: 8 Mbit
Adaptor: Any
Game supplied by:
Dream Machines (0429) 869459



GOOD, BAD OR UGLY?

Game soundtracks are often ignored, usually with good cause – after all, most are on a par with good old Uncle Herb's annual comb and paper Christmas medley in terms of listenability. But there *is* stuff around which is genuinely entertaining, and *X-Kaliber 2097* attempts to stake a claim for inclusion within that bracket. American dance music ensemble Psykosonik were responsible for the original tracks which have been squeezed into the SNES's Sony sound chip. The manual describes their brand of tunesmithying as a fusion of pop, techno and heavy metal.

And I think therein lies the problem; choosing to replicate a sound as diverse as theirs is perhaps a touch ambitious, especially if the emulation techniques employed are those demonstrated in this game. The results are weak warblings which I suspect bear little resemblance to the actual band's sound. The daft thing is, it didn't have to be like this. Tim Follin proved with *Rock 'n' Roll Racing* that it *is* possible to coax some convincing vibes out of the SNES – if you know how. Shame, that.

But what about the game? Well, it's a platform slash-'em-up. Doesn't that tell you enough? OK, the problem here is obviously how to take the platform slash-'em-up concept and make a great game out of it. It's a contradiction in terms, surely. And Toshiba EMI (the developers) don't seem to be any more aware of how to do it than anyone else. There's only one route through the stages with no secret bits as such – nor is there much variation in level layout or action. There are some token parts, such as the glass-encased lift which attempt to inject a little variety into the proceedings but, vaguely interesting characters aside, *X-Kaliber 2097* lacks the sparkle it needs to make it worth spending any great amount of time with.

The game's appearance is its only commendable part, and even then it's something of a mixed bag. The industrial backgrounds are very reminiscent of *Contra Spirits* and are wonderfully atmospheric, but it's a shame that the same attention wasn't paid to the characters themselves. Every character has an ugly black border surrounding them, giving a flat, laid-down-on-top appearance which detracts from the otherwise pretty damn fine look. It's short on challenge too, has a daft storyline and the two-player head-to-head mode is a complete waste of time.

X-Kaliber? X-tremely average, more like.

● Tony Mott

GRAPHICS	SOUND	GAMEPLAY
75%	69%	71%
GAMELIFE	OVERALL SCORE:	
62%		68%

VERDICT: There *are* some decent bits in here, but the package as a whole lacks the quality required to make it altogether recommendable.

ASTRO GO! GO!

GO!-ING FOR GOLD

Name: Jet
Looks like: An anime character, with big eyes
Drives: Blueone, which looks like a dolphin
Catchphrase: 'Oi!'
Characteristics: Good all-rounder, with quick acceleration

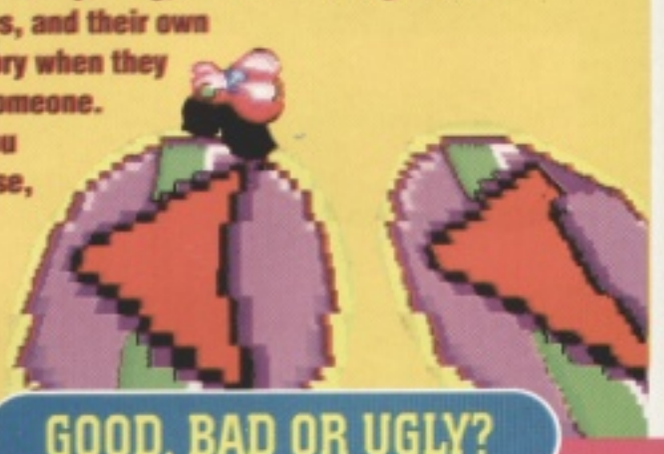
Name: Love
Looks like: A typical token female character
Drives: Lunabee, a pink bee-like craft
Catch-phrase: 'Ahh!' (in a high voice)
Characteristics: A bit slow and crap

Name: Baribroon
Looks like: A skeleton
Drives: Barivehicle, which has got a skull on the front
Catch-phase: A booming laugh
Characteristics: Slow to accelerate, but high top speed

Name: EO
Looks like: A green robot
Drives: Gyro Type 2, which looks like a scorpion
Catch-phrase: 'Beep beep beep beep'
Characteristics: Nothing readily discernable

Name: Flyhigh
Looks like: A vampire-pixie
Drives: Cooljam, which doesn't look like anything
Catch-phrase: A sort of chipmunk noise (so maybe he *is* a chipmunk)
Characteristics: None at all

In a very, very pale imitation of *Mario Kart*, the game gives you five characters to choose from, each with their own car/ship/thing, their own strengths and weaknesses, and their own cry of victory when they overtake someone. The four you don't choose, you race against.



GOOD, BAD OR UGLY?

Rarely has a game's title filled me with more enthusiasm for the product than '*Astro Go! Go!*'. The mere mention of it had me bouncing up and down on my chair in anticipation. Actually seeing it written on the cartridge, I could feel the excitement welling up inside me. And when the options screen appeared, with the title written in huge letters across it, I could contain myself no longer. 'Go!' I cried, rising from my seat and waving a fist above my head, 'Go! *Go!*'

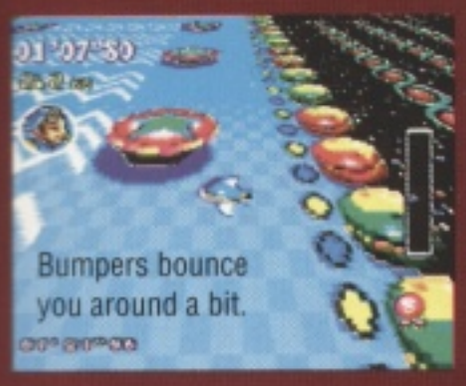
After that, it was all downhill at a frighteningly rapid rate. *Astro Go! Go!* is one of those games that deep down you know isn't going to be very good, but you kind of secretly hope you might be wrong, and then

It looks a bit like *F-Zero*, only weirder. So let's go! Go! *Go!*

GO! FOR IT

There's a very limited number of special features to watch out for as you drive around *Astro Go! Go!* Here are most of them.

Jumps make you jump into the air.

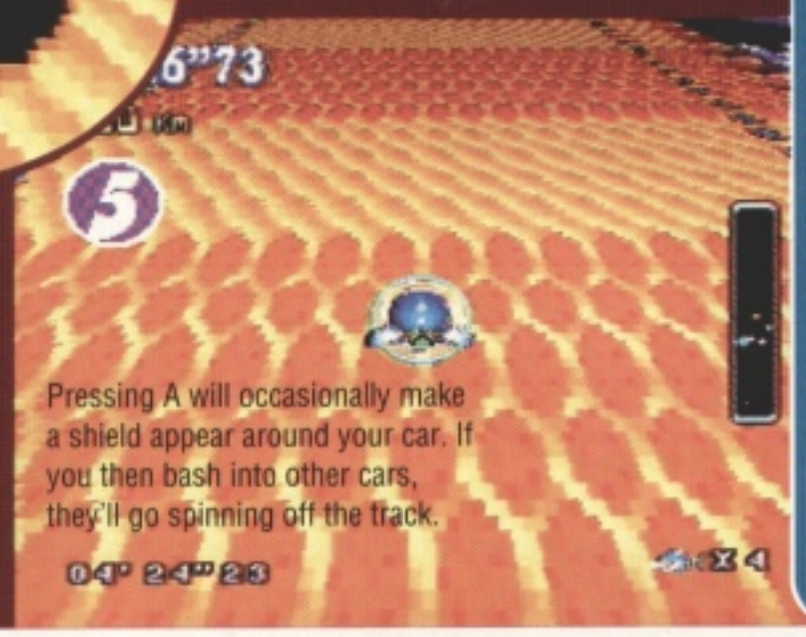


Bumpers bounce you around a bit.

Below: These bits make you slide around the track.

Right: Arrows make you shoot off really fast in the direction they're pointing.

Left: You'll fall down holes (if you're not careful). Open and close them by driving over skulls.



Pressing A will occasionally make a shield appear around your car. If you then bash into other cars, they'll go spinning off the track.

Japanese Release

Game: Astro Go! Go!
Publisher: Meldac
Developer: In-house
Price: £49.95
Release: Out now
Players: 1
Cart ROM: 8 Mbit
Adaptor: Any
Game supplied by:
Dream Machines (0429) 869459

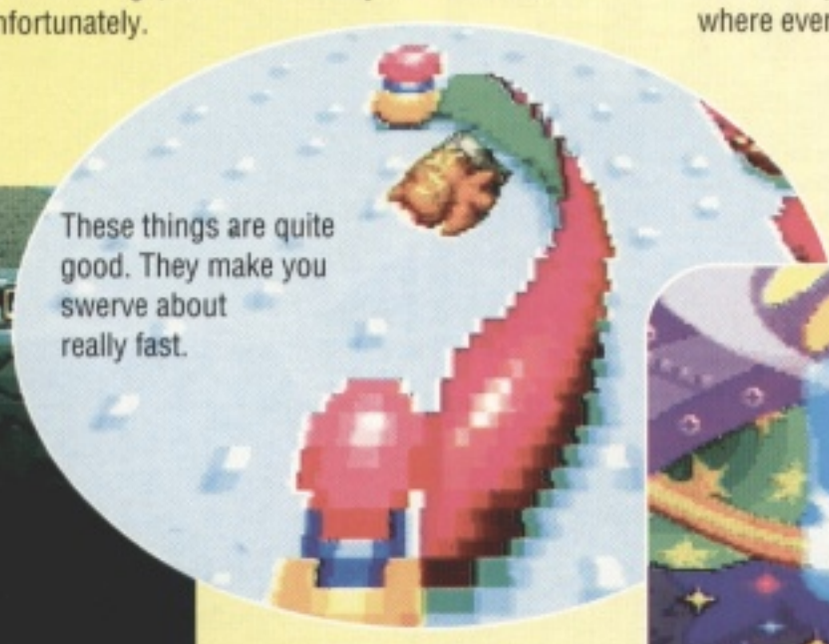
You're just as likely to get run over on zebra crossings, like this one, unfortunately.

Here's a nerve-wracking sideways bit. Eek! Erk!

The black bit on the right, incidentally, is a map showing where everyone is.

Here we are going over a jump. It seemed to be the safest thing to do.

These things are quite good. They make you swerve about really fast.



Left: After each race you get all sorts of statistics about lap times and things. Then three drivers get cups, and you get to see their overall rankings. Just like *Mario Kart*, basically.

Below: There are three cups, and we've just won the easiest one. There probably isn't a 'special' one when you get gold in all three, though, like in *Mario Kart*.

get terribly disappointed when it turns out to be as crap as you expected.

It looks superficially like top early Super Nintendo racing game *F-Zero*, but the similarities aren't even skin-deep, barely penetrating the upper epidermis in fact. It's got the smooth, high-speed scrolling road out of *F-Zero*, and the futuristic cars that skim along on top of it, but that's about it. Completely missing is the intense, edge-of-your-seat action that makes *F-Zero* so great, having been replaced by dreary, hum-drum stuff that frequently has you switching the game off before you've completed a race, simply to avoid having to do another lap of one of the duller courses.

This might sound harsh, but it's completely true, even though it's hard to put one's finger on exactly what the problem is. The cars you compete against don't help – you rarely see them during races, and when you do they just sort of drift past, with none of the jockeying for position a true racing game needs. And the courses themselves hold few surprises – except, perhaps, when you go round a particularly sharp bend and suddenly find the road scrolling backwards, away from you, with practically no warning of any obstacles that might be approaching. Although that's more irritating than exciting.

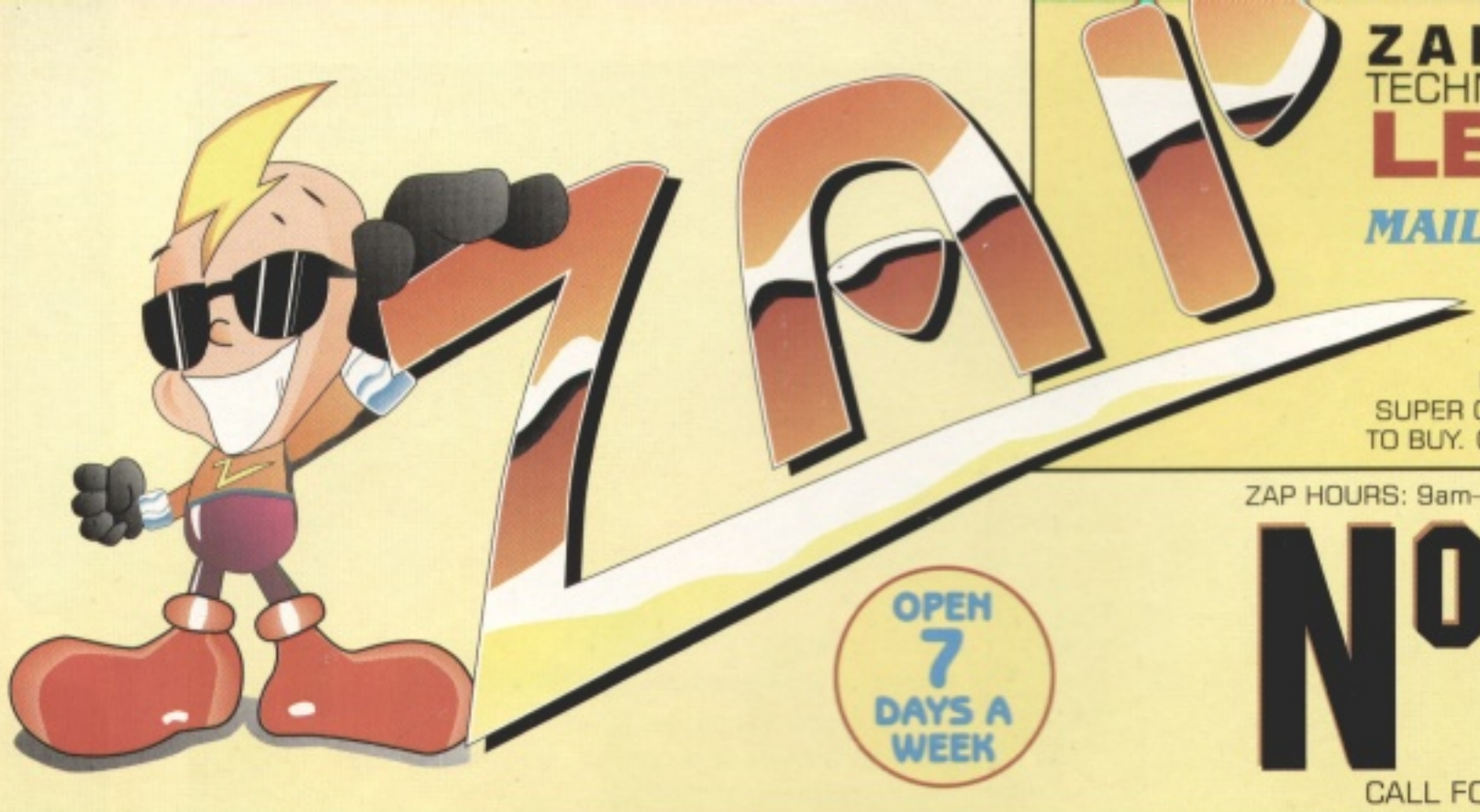
The only thing *Astro Go! Go!* has actually got going for it, by my reckoning, is an extraordinarily weird atmosphere created by a combination of odd colours and bizarre sound effects. It feels tremendously Japanese.

But that's hardly enough to save it from eternal damnation. As the game itself says when you win a championship, 'Hold it! Next.'

● Jonathan Davies

GRAPHICS	SOUND	GAMEPLAY
75%	70%	54%
GAMELIFE	OVERALL SCORE:	51%
45%		

VERDICT: Engagingly off-beat, but only for a matter of seconds. Then its true colours as a lazy attempt to copy *F-Zero* will shine through, driving you to despair.



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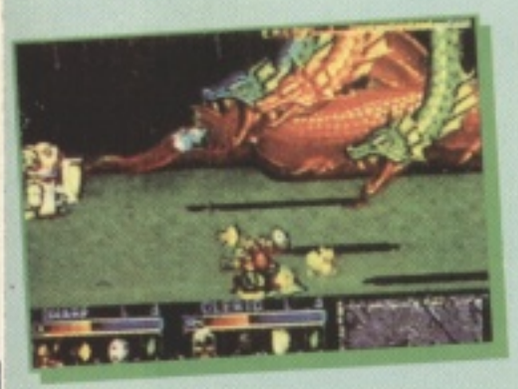

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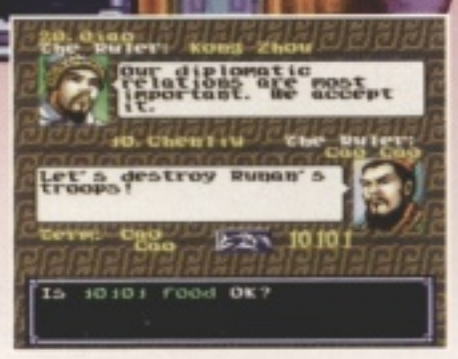
Not exactly an epic battle. Only nine people have bothered to show up.

'May you live in interesting times', as the old Chinese curse goes. *Kingdoms* drops you in the middle of such times and promptly scarpers.

US Release

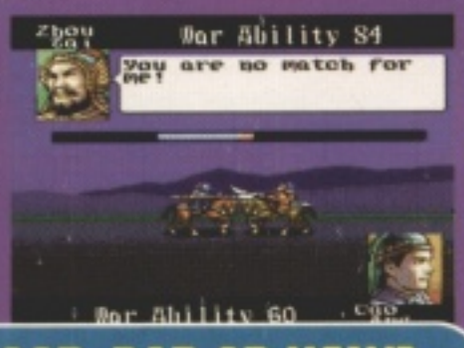
Game: Romance Of The Three Kingdoms III
Publisher: Koei
Developer: In-house
Price: £59.99
Release: Out now
Players: 1 to 8 simultaneously
Cart ROM: 16 Mbit
Adaptor: NTSC only
Game supplied by: Video Games Box (0425) 616705

These special items can add greatly to your powers of war and diplomacy – but how historically accurate is a luminous sword, I wonder?

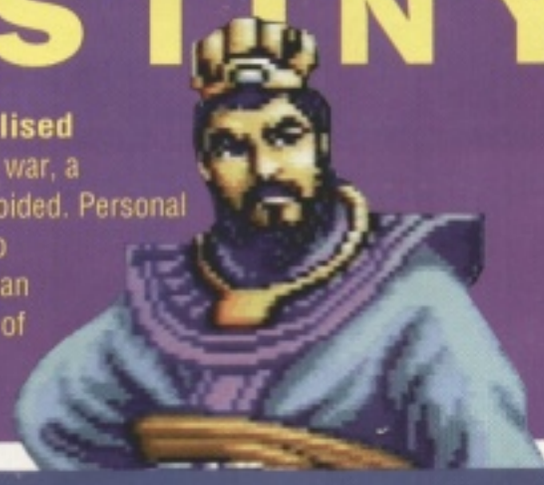


Aha! You've fallen for the classic blunder, 'Never get involved in a land war in Asia'. A nice feature is your advisor, who offers wise words on your leadership.

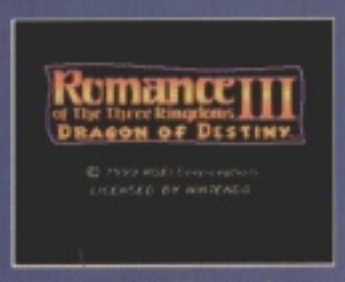
ROMANCE OF THE THREE KINGDOMS III:
DRAGON OF DESTINY



General Hospitalised
Even in the midst of war, a massacre can be avoided. Personal combat between two opposing generals can decide the outcome of an entire battle. Unlucky, Cao Ang.

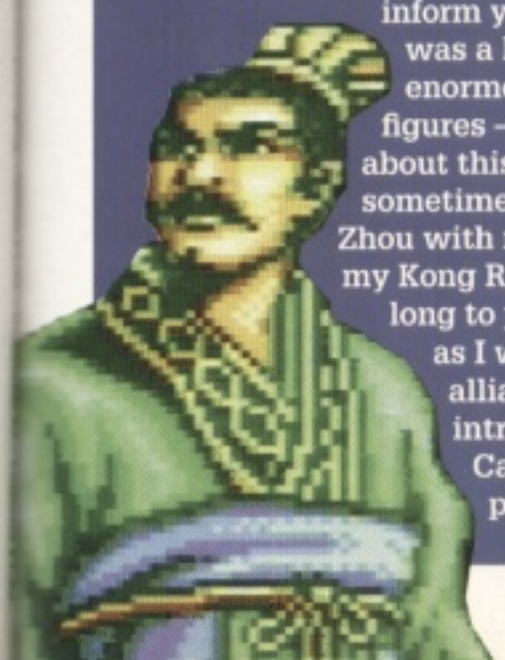


GOOD, BAD OR UGLY?



War, poverty, famine, treachery and a massive instruction manual – it's that hot Japanese favourite, the Historically Accurate Strategy Wargame. Now then, calm your racing pulses. If I say that it mixes elements of *Risk*, *Diplomacy* and *Kingdom* have I made it sound any more interesting?

The good news is that it's not at all bad. Some of it is, though, and it's my duty to inform you of such. At first I was a little confused by the enormous 'cast' of historical figures – I knew nothing about this period, and sometimes confused my Dong Zhou with my Dong Rhou and my Kong Rhou. It didn't take me long to pick it up, however, as I was soon forging alliances and plotting intrigues in the role of Cao Cao. I'd have preferred something a bit more like *The Water Margin* myself, but I guess I'm just not a realist at heart.



Sadly, the presentation has all the allure of a packet of lard. The BGM is restricted to a couple of plinky-plonky tunes, and the graphics are – well, take a look. Distinctly 8-bit, with dull colour and design that really doesn't capture the flavour of the milieu. The battle sequences are even worse: 10,000 soldiers charging into battle in the name of their warlord are represented by, er, a small blob with a stick. There's no consideration of which way the unit is advancing, whether it seriously outflanks its opponent, the consequence of routing, etc. Once you've learnt the importance of strong crossbow units there's not much more to it, and the naval battles follow criminally similar rules.

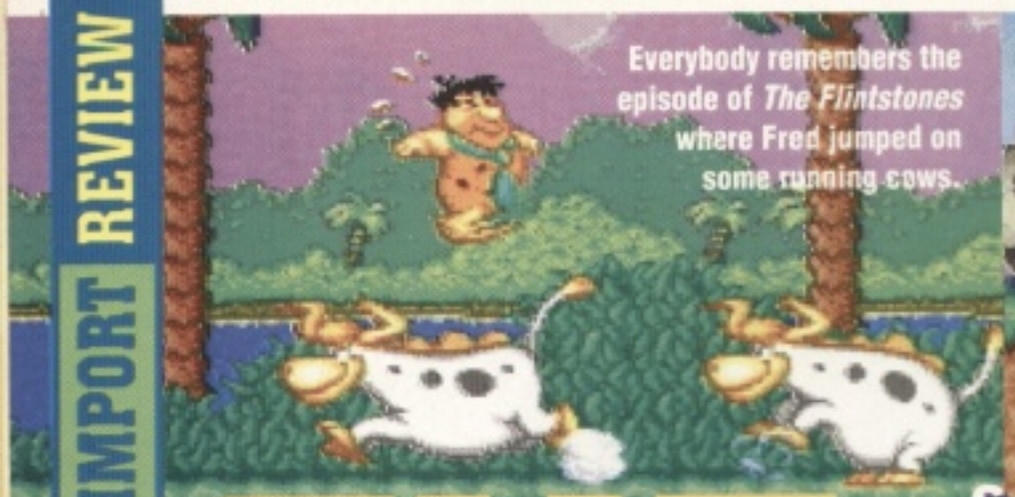
Worst of all, my enjoyment was undermined by a lousy menu control system, in which one of the joypad buttons could act as either Cancel or Execute, depending on the option selected. When you're trying to balance the budgets of eight city states, then you really need something a bit friendlier.

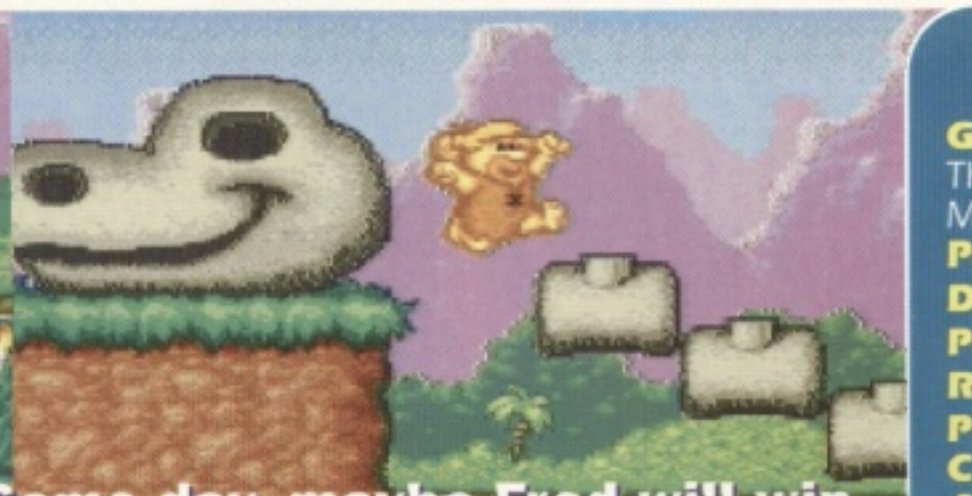
Although it allows for up to eight players taking turns, I really couldn't recommend this for more than one player. A single turn of one game month can take from 10 minutes to an hour in real-time, depending on how many cities you control and how many battles must be fought. Simple arithmetic will reveal the unlikelihood of a multi-player game being either completed or, indeed, at all interesting. Besides, this is the sort of game you play behind closed curtains when you know you ought to be doing more with your life.

● Zy Nicholson

GRAPHICS	SOUND	GAMEPLAY
45%	40%	69%
GAMELIFE	OVERALL SCORE:	67%
59%		

VERDICT: **Dedicated strategy wargamers will be in anorak heaven for a couple of weekends. I know I was. Normal human beings should steer well clear.**





US Release

Game: The Flintstones: The Treasure of the Sierra Madrock
Publisher: Taito
Developer: In-house
Price: £54.99
Release: Out now
Players: 1 or 2
Cart ROM: 8 Mbit
Adaptor: Any
Game supplied by: Zap Computers (0532) 590077

THE FLINTSTONES

THE TREASURE OF THE SIERRA MADROCK

A TYPICAL EPISODE

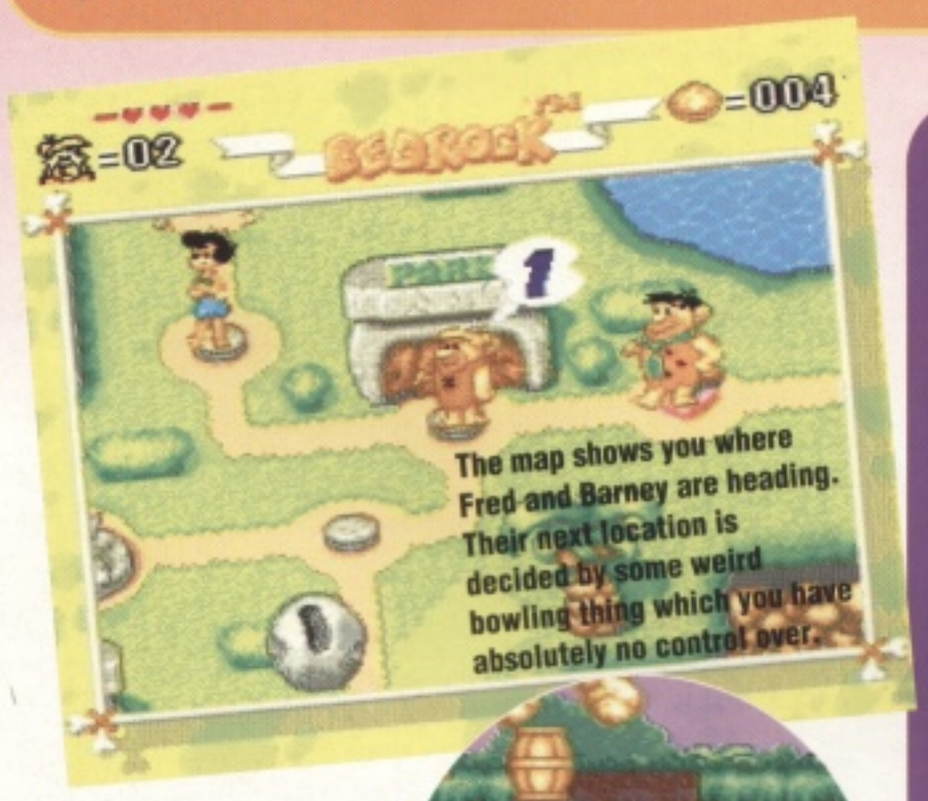
A typical episode goes thus; Fred and Barney plan a trip away from their wives. They take bowling balls and stupid moose hats with them, for some reason.

Barney's wife Betty finds out they're taking the hats (it's supposed to be secret) and sabotages Barney's foot-powered car. Barney fails to meet Fred, who suspects him of bottling out of the trip. Fred refuses to speak to Barney and they fall out. Wilma and Betty think this is silly, but then *they* fall out over some minor dispute. Fred and Barney collide in the garden, running away from something, and become friends again. They think that Wilma and Betty's falling out is silly. Wilma and Betty make up and they all laugh. Fade to credits containing the names of about three million people.

How come Barney's voice changed during one series? Remember?

Left: Barney jumps over Dino. (This didn't happen in the show either.)

Right: Fred realises he's spent over £50 on this tat.


=004
=02
BEDROCK
PARK
1
The map shows you where Fred and Barney are heading. Their next location is decided by some weird bowling thing which you have absolutely no control over.

Right: Yes, there's a shark in the game as well. Here it is.

Fred meets a madman with two barrels. Another high-point.

Right: Fred runs along in Mode 7. This is a high-point, too.

GOOD, BAD OR UGLY?

The people who invented *The Flintstones* couldn't have realised that their idea would last for so long. After all, the joke is that the people living in Bedrock have all the modern conveniences available to us, but they're made out of stone and powered by a small bird from Brooklyn. After that, it's all just a sit-com (see the box marked A Typical Episode).

This game has some token plot about looking for treasure, but what it really boils down to is just moving around a map and beating each level. The problem is, all the levels are virtually identical. There are a certain number of variable baddies which appear – like fish, armadillos and bombing birds – but generally it's all much of a muchness.

Fred and Barney jump, swing their clubs and run around. And that's about it. Unless you find a sub-game. These are generally poor diversions from the game, in which you can win maps, money or energy points. When these first appear, it breaks up the general tediousness of the levels, so you get excited. But don't. The sub-levels don't get much better than the humdrum levels themselves.

It's a pity that *The Flintstones* is so boring. The graphics are neat, especially all the animation that's gone into the main characters. Sure, some of the others don't look too *Flintstoney*, but someone's put some thought into it.

What sucks is the playability. The backgrounds are all the same, so you never know where you are. Various creatures appear from nowhere and attack you with no warning at all, so you haven't got time to react; and you're never sure whether you're dead or not because your character does a little dance to indicate pain or distress, before collapsing off the screen.

Oh, and there are a lot of mind-numbing talking bits as well.

● James Leach

GRAPHICS	SOUND	GAMEPLAY
74%	76%	46%
GAMELIFE	OVERALL SCORE:	54%
44%		

VERDICT: This game is right out of the stone-age. It's a bit crap as well.

The competition of a lifetime

A HOLIDAY IN TOKYO!

Be sure to get hold of a copy of *Super Play*'s July issue, which is out on Thursday, 2 June, because stuck on the cover there'll be a special card which *could* win you six days in Tokyo, the bustling capital city of Japan. As well as enabling you to enter this storming competition, the card will also allow you 20% off the recommended retail price of the Sony Electronic Publishing games *Skyblazer* and *Equinox*.

All you'll need to do is answer a simple question, then complete the back of the card with your details and take it to an HMV Games Store. It's as simple as that! The prize is a six-day holiday at the Shiba Hotel, right in the heart of downtown Tokyo. It's a first-class establishment, within easy walking distance of the city centre, and just seven minutes from the station (where you'll be able to catch the famous bullet trains). Two people may go, and all meals are paid for, as well as a one-day guided tour of the city.

But you'll only stand a chance of winning if you buy a copy of the July issue of *Super Play*. You won't be able to miss it because as well as having a distinctive Wil Overton-type cover, there'll be those exclusive Manga Video collectors cards of *Akira*, plus the Sony/HMV card mounted on the cover.

SUPER PLAY'S JULY ISSUE OUT 2 JUNE

Buy it and you could be on your way to Japan!

US Release

Game: Super Troll Islands
Publisher: American Softworks
Developer: In-house
Price: £54.99
Release: Out now
Players: 1
Cart ROM: 8 Mbit
Adaptor: Any
Game supplied by:
Dream Machines (0429) 869459

I am a troll and I live in a hole. No that's wrong. I mean a mole. But that doesn't make any sense. (*Just get on with it – James.*)

Once upon a time, in a land far, far away, lived four little trolls. They were very lazy little trolls. They spent most of their time asleep in bed...

SUPER

There are lots of collectibles to pick up along your way. When you complete a stage hundreds of them appear.

Collecting apples or shells (see pic below) will add leaves to your lucky clover.

TROLLICULUM VITAE

Each troll has his own special abilities. You can change the troll you are playing at any stage – to cope with a particular obstacle or make it easier to collect goodies.

Blue-Hair troll can swim underwater. Which is very useful in the levels where collectibles are scattered about in underwater maze-like passages.

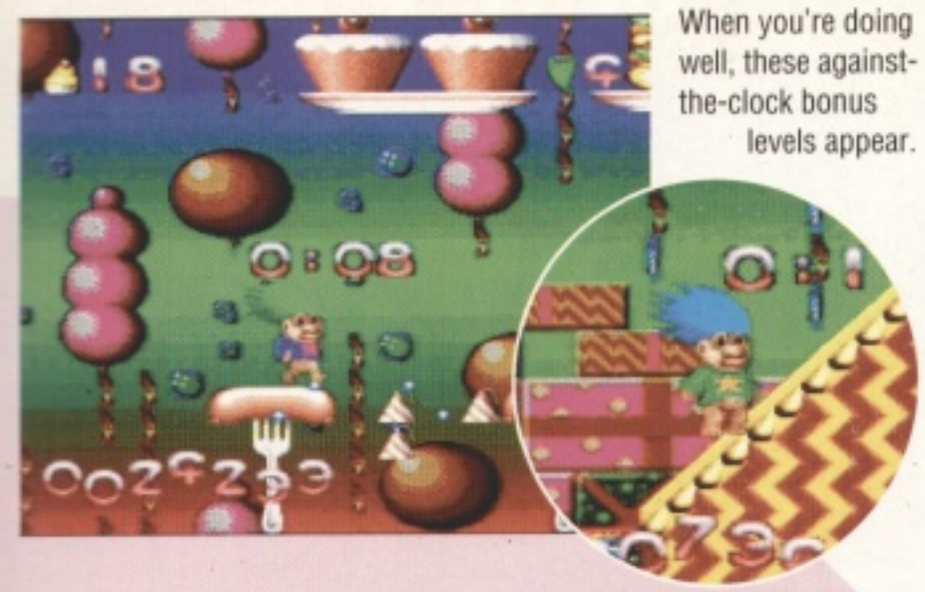
Green-Hair troll works out for three hours every day at the gym. And he eats 10 Big Macs a day, too. He's stronger than the others. Check out those muscles.

Red-Hair troll is the fastest runner, which means that he can get out of trouble fast. He's also the friendliest or the four trolls. Look – he's waving at you now!

Pink-Hair troll can jump really high. He's probably the most useful of the lot, as he can reach apples placed miles up in the sky – and collectibles on tall pillars and stuff.

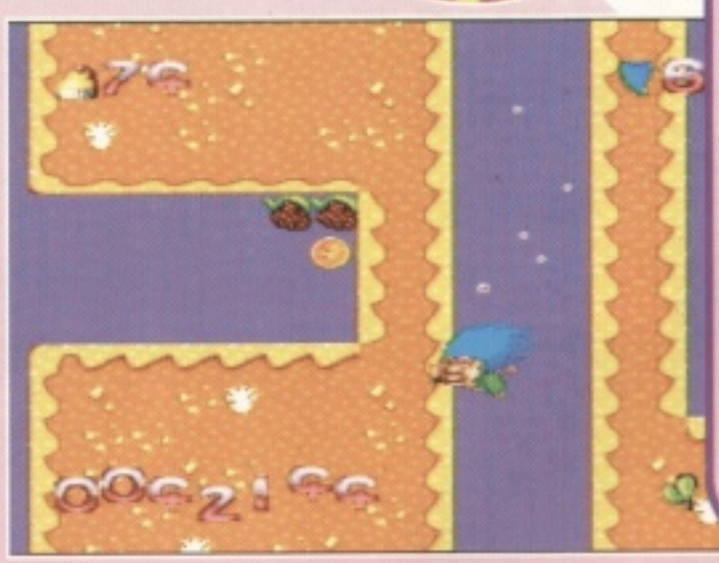
Use these ropes to swing over spikes – or to find new sections to colour in and hidden apples to collect.

Be careful of the spikes that appear from nowhere.



When you're doing well, these against-the-clock bonus levels appear.

This is where Blue-Hair troll comes into his own. He's the only one who can swim underwater to collect lots of bonus items.



NASTY BAD THINGS

Along your way, you have to avoid loads of 'orrible baddies. To get rid of the gits completely, chuck custard pies at them and then eat 'em. If you don't gobble the nasty guys straight away, they'll simply brush the custard splodge off and carry on.

Not all of the toadstools are friendly.

These blobs drop randomly from the sky. Bastards!

'Don't you just love being in control?'

The crabs are soooo cute. But make sure you avoid them.

Those boots were made for walking. Over you...

A bad-tempered black thing.

TROLL ISLANDS

GOOD, BAD OR UGLY?

I remember trolls from when I were a lass – back in the early '80s. I wasn't a fan of them then, and when they had a revival recently, I still wasn't massively impressed. However, my young cousin and my nieces all wanted them for their birthdays, so I guess they must have some appeal. I am obviously missing something. Thus, when James handed me this game to review, I was prepared to look at it with an open mind.

The first thing that struck me about this was the cheery and colourful graphics, and the jolly, bouncy little tune that accompanies them. The next thing that struck me was the fact that there's not much to do in *Super Troll Islands*. You just run about colouring in the landscape as you go, avoiding spikes and other obstacles and splatting all the baddies with custard pies. Oh, and collecting bonus items, of course. It's a simple idea which marries together platform elements to a puzzly style, as you work out how to fill each block of landscape in.

You have four trolls to choose from to play, each of them has different coloured hair – pink, red, green and blue. And each troll has his own special ability – one can swim underwater, one runs fast, one is very strong and one can jump really high. You can change the troll you're playing by pressing Select, which will take you back to the bedroom you started in. Here you just bounce on the bed of the troll you want to change places with. (You can even choose the direction the trolls' hair leans on the configuration screen!) When one of your trolls loses all his lives he returns to the bedroom, jumps into bed and falls soundly asleep – he doesn't actually die. When this happens, you just choose another one to use. The game is over when all four trolls are asleep. (After you've used up all your continues, of course.)

I really like it when the trolls say 'Yeah' or 'Wow!' when something nice happens or 'Ow!' when they get hit – in this remarkably cute little voice. It's certainly one of the neat touches in the game.

The age-range quoted on the box of *Super Troll Islands* is 6-14, but I reckon it should be more like 6-11. Most self-respecting 14-year-olds wouldn't be seen dead playing with trolls and might conceivably tire of this game pretty fast. The levels are, however, big and colourful and do get considerably more tricky as you progress. So, whilst the game would appeal to younger children because of its bright and appealing graphics, they'll have to master the nicely-programmed, but rather sophisticated movements of the little characters. And a six-year-old may find getting through five islands with 10 levels each a little too difficult.

● Sue Grant

GRAPHICS	SOUND	GAMEPLAY
85%	77%	60%
GAMELIFE	OVERALL SCORE:	70%
58%		

VERDICT: A bright and cheerful game, and I'm sure that young children will love it, once they've mastered the tricky bits. But wait for the cheaper, UK cart.

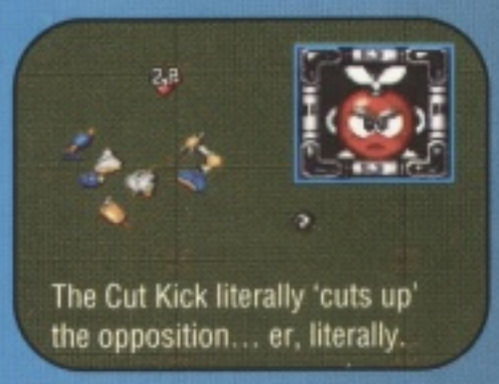
MEGA MAN SOCCER

It may well feature a bunch of robots, but this is no action-packed platform game. This is football, with a twist – now what on earth could that be?

US Release

Game: Mega Man Soccer
Publisher: Nintendo
Developer: Capcom
Price: £54.99
Release: Out now
Players: 1 to 4 simultaneously
Cart ROM: 8 Mbit
Adaptor: Any
Game supplied by:
Zap Computers (0532) 590077

SPECIAL MANPOWER Each character has a different ability, so here's a run-down of them all.


The Cut Kick literally 'cuts up' the opposition... er, literally.

The Skull Shot protects the ball down the pitch.

The Wood Shot is like the Skull Shot, but with leaves.

Pharaoh Man burns up the opposition... ho, ho, ho. Hmm.

The Mega Shot can be pretty devastating, actually.

10,000 volts of soccer action, thanks to Electric Man. Sigh.

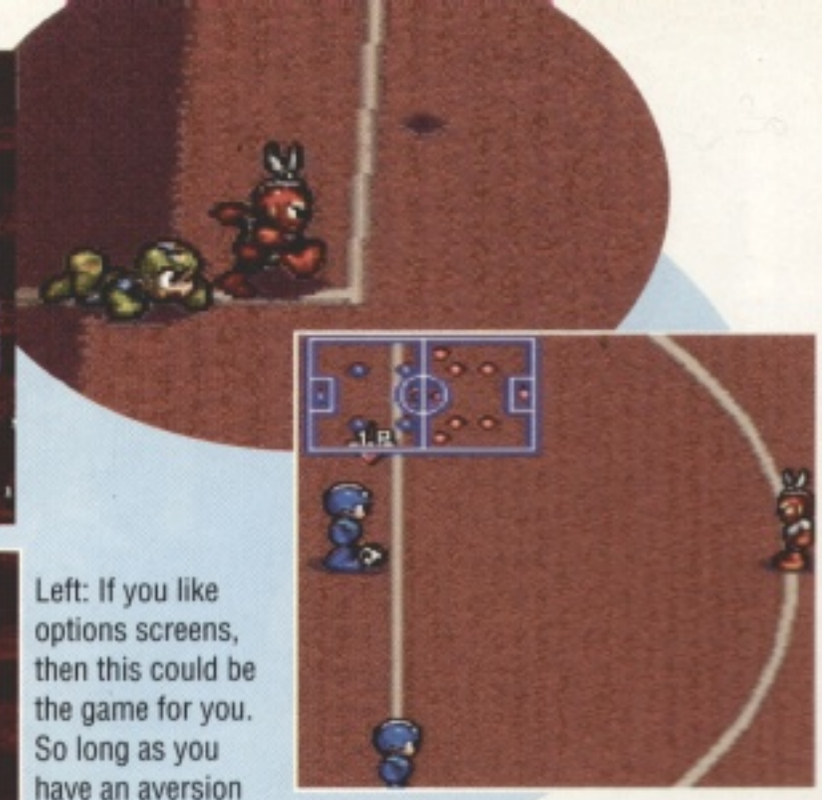
Fire Man rescues people from burning buildings. This is a lie.

If this isn't crammed with tension, I don't know what is.

Dust Man (eh? eh?). Leaves you in the... In a right mess.

Wood Man hadn't spoken to the large blob for some time – and he wasn't going to start now.

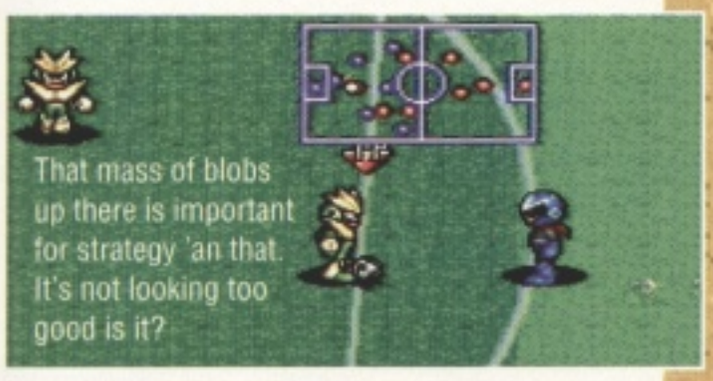
Left: If you like options screens, then this could be the game for you. So long as you have an aversion to gameplay, that is. Ah, now you get the picture.



Above: The two teams face each other in one of the most action-packed moments of the game. No, really.

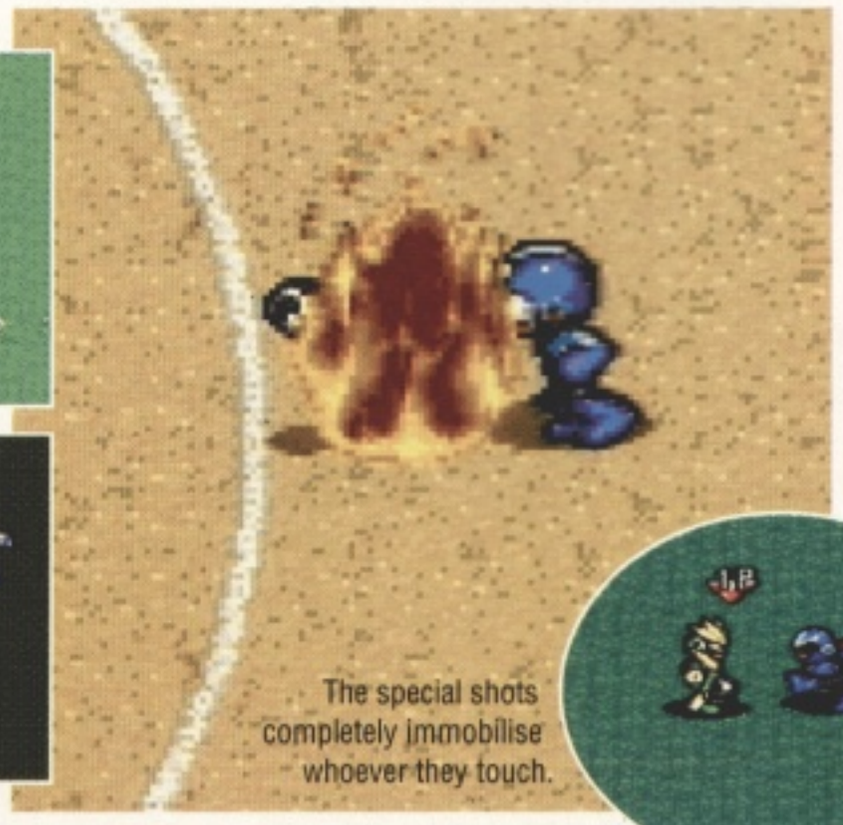
IT'S JUST TERRIBLE
Pandemonium has broken out at the football stadium, Dr Wily's evil robots have taken over – and it's up to Mega Man to… play them at football. This is all described, in what for me was the best part of the game: the storyboard. If only a similar amount of time had been spent on the gameplay as on these lush graphics. It's also quite a nice kitschy idea that football is the only way to battle evil. If only the real world were like that…
SPORTS NEWS..
IT'S A BEAUTIFUL DAY FO
TWO TEAMS ARE ABOUT
READY TO HEAD ONTO THE
FIELD.
SPORTS NEWS..
LADIES AND GENTLEMAN.
A GIANT EXPLOSION HAS
JUST ROCKED THE STADIUM.
WHAT ARE THEY UP TO???
SO' I'LL JUST MAKE A FEW
MODIFICATIONS TO YOUR
PROGRAMMING

He may not look like much here, but this is a Mega Man in the making. Funny knees though.



That mass of blobs up there is important for strategy 'an that. It's not looking too good is it?

Leaping to stop the ball is a great technique. Well, it's the only one really.



The special shots completely immobilise whoever they touch.

GOOD, BAD OR UGLY?

Imagine a team with the talent of The Dog and Bucket's Sunday squad being transported into the future, enclosed in tight-fitting metal suits and then smothered in toffee. You're now half-way to discovering the feel of *Mega Man Soccer*. A negative start, I admit, but no less accurate for all that.

To begin with you're presented with a spurious 'A N Other Evilbloke' plot to add some depth, but at the end of the day, this is just a football game where the players are, for some strange reason, dressed in metal, wood or even as pharaohs. And they all have special mega, wood or pharaoh-man powers to help them liven the game up. You can play against the Super Nintendo or a friend; and there's also a cup to play for and a tournament to play through. So the cart's options, although not overflowing, have taken the restless gamer into consideration.

Combined with the graphics, which are just about the best in any football game I have ever seen, this *should* be the one football game to rise above the crowd (*Where have I heard that before? – Ed*). But it won't, despite the added bonus of having a recognisable character as the star.

This is a slow, tedious and rather pointless game, that in an ideal world, shouldn't have made it past the playtesters. The control is – and I can't emphasis this too strongly – painfully frustrating. The players clump around like, well, like blokes wearing metal suits smothered in toffee. And that's all you need to know really. They're so slow that this one fact overshadows anything else the game might have had to offer.

There are other things wrong with this game too: you have the option of kicking the ball so it's virtually unstoppable, kicking it so that it goes reasonably quickly, or kicking it rather slowly a short distance… Oh and you can head it as well – which just isn't enough. Especially when considering the competition.

Mega Man Soccer has absolutely nothing to offer any kind of player, it has appeared at a time when there's already a glut of football games, and it's by far the worst of the bunch. This is a whim of a game that will only sell well because it features Mega Man.

● Simon Kirrane

GRAPHICS	SOUND	GAMEPLAY
92%	75%	41%
GAMELIFE	OVERALL SCORE:	62%
35%		

VERDICT: **There's no hint at *FIFA International Soccer*'s reality, no sign of *Sensible Soccer*'s speed and not a whiff of *World Cup Striker*'s options galore… Oh, and the gameplay stinks.**

If you'd been warped back in time from the year 2193, your spelling would probably be a little shaky, too.

TIME TRAX

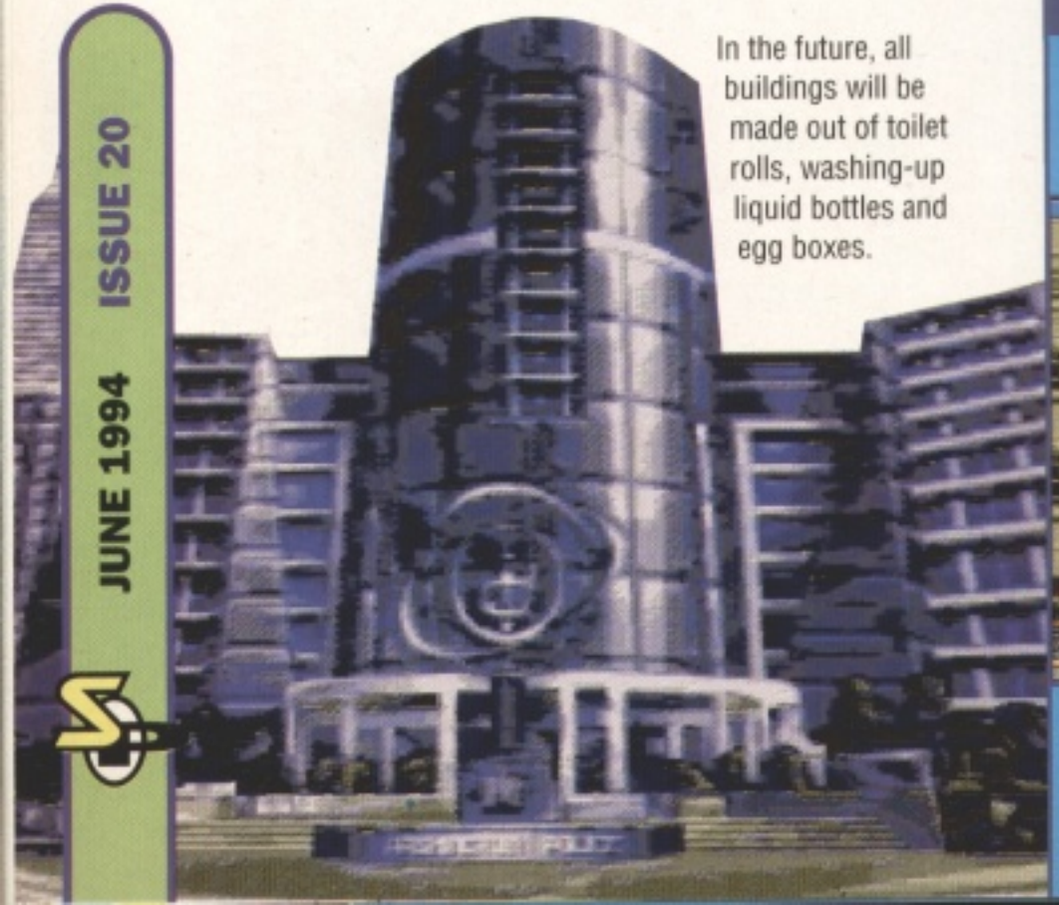
UK Release

Game: Time Trax
Publisher: Malibu/THQ
Developer: In-house
Price: £44.99
Release: Out now
Players: 1
Cart ROM: 8 Mbit
Adaptor: Preview copy, unknown.

TIME WHAT? HUH?

Time Trax is based on a not-terribly-popular American sci-fi TV series called – yup – *Time Trax*. We're not quite sure who it stars, but whoever he is, he plays a character called Darien Lambert. Born on 17 August 2160, in Enclave 1-6, Middle City, Darien was unclaimed by his parents and chose his own name. He's got an IQ of 204, can run 100m in 8.6 seconds and a mile in 3 minutes 38 seconds, has a heart rate of 35 beats per minute, and can read at 1.2 pages per second (which is slightly above average, apparently – this is the future, after all). He can also do 'mash-ti' (some sort of made-up futuristic martial art) and has received Beta Wave training, which means he can somehow speed up the rate at which his brain processes information, making the world appear to slow down. Or something.

He graduated first in his class at the International Police Academy and became a Captain in the Fugitive Retrieval Section, something he'd always wanted to do. But then one day he found himself on the trail of someone called Mordicai Sahumbi. As the instructions explain, 'Sahumbi has been helping criminals in 2193 buy themselves a future by escaping into the past – a past that has no record of their crimes – a past that we know of as our present – 1993.' Er, hang on.



In the future, all buildings will be made out of toilet rolls, washing-up liquid bottles and egg boxes.

WATCH THIS

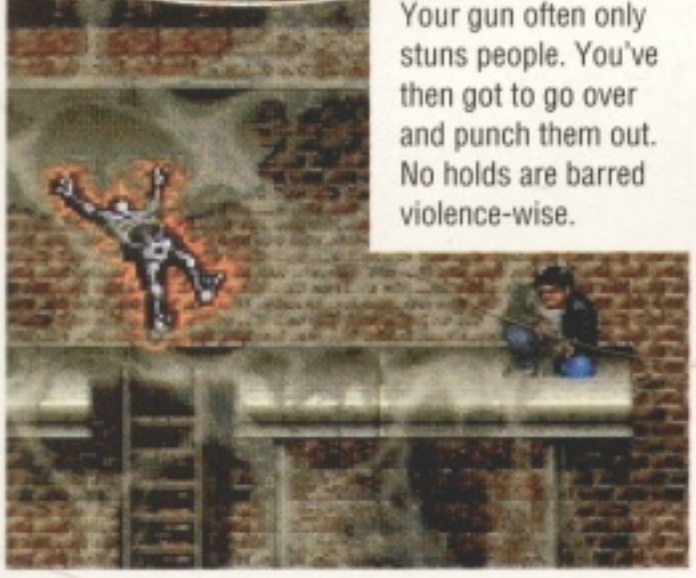
One of the finest parts of the game is this helicopter on Level 4. (In fact, um, it *is* Level 4.)

It's actually a giant Mode 7 thing, tilting and rocking in the air above your motorbike.

You've got to shoot it till flames come out all the way along the bottom.

You then get the most incredible explosion ever, which makes your entire telly shake about.

Your gun often only stuns people. You've then got to go over and punch them out. No holds are barred violence-wise.



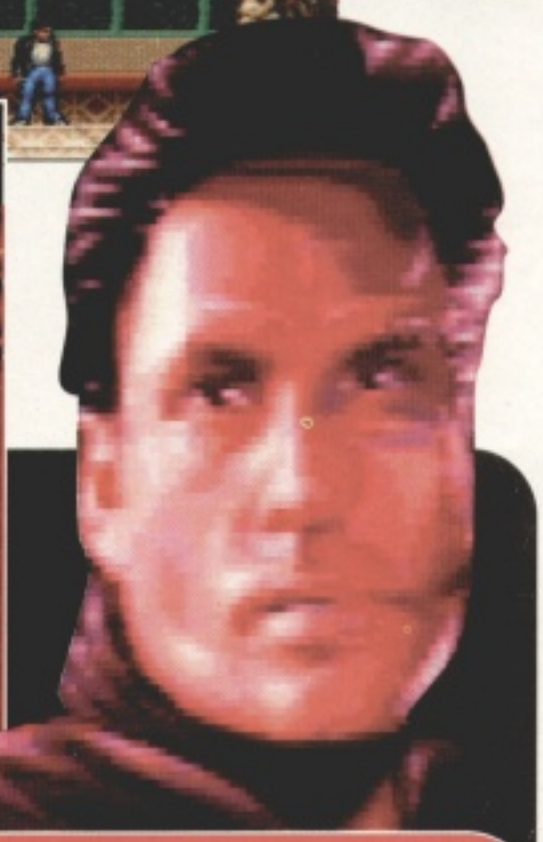
Below left: Recognise these girders, runaway barrels and women who need rescuing?
Below middle: Then you must've played *Donkey Kong*.
Below right: Or have worked on a building site.

MIND BENDING

Thanks to his special Beta Wave training, Darien can quite literally stall for time, using something called, in fact, Time Stalling. When you press the appropriate button, the screen goes wobbly and the game slows down for a few seconds. We've yet to use this facility in anger.

This is Level 2, the laboratory which sends you back into the past. (After you've killed several technicians.)

And here's Level 3, which is set in the Smithsonian Institute – some sort of American museum.



GOOD, BAD OR UGLY?

Time Trax, the TV show, sounds a bit like a version of *Quantum Leap* in reverse. Instead of jumping about in the past righting wrongs, the hero jumps back into the past once, in the first episode, and then stays there, righting the wrongs as they jump about him. Sort of. Er, so it's probably a bit more like *Terminator*, in fact.

Time Trax is great, anyway, despite sounding like a proper recipe for disaster. You know the sort of thing – TV licence becomes platform beat-'em-up; games players flee for their lives the world over. Except this time, Malibu Games seem to have really put the hours in, and come up with a slick, playable game that defies your expectations at every turn.

The first thing you'll notice is that, contrary to all the laws of TV licence/platform beat-'em-ups, the graphics aren't bad at all. Darien looks great, with his jeans and his leather jacket that has a Stars and Stripes on the back. And the scenery's really detailed, with loads of parallax scrolling and Mode 7 'transparent' effects.

Try walking about a bit and shooting some people and you'll be astonished to find that the controls are ultra-responsive. Darien can do plenty of different moves, too – like blocking enemy bullets and swinging from bits of overhead pipe.

What's more, you won't find baddies reappearing after their start positions have scrolled off the screen and back on again. Or places where you've got to jump onto platforms you can't see because they're off the edge of the screen. Or 300-mile intervals between restart points. Or bits of scenery that look like platforms but turn out not to be. Or any of the other annoying niggles you might have expected. Nope, *Time Trax*'s programmer's have carefully weeded out all the traditional platform beat-'em-up pitfalls...

... and replaced them with lots of really great things. Things like secret rooms that you've got to 'unlock' by finding certain objects. And power-ups hidden in obscure bits of scenery that you wouldn't normally visit. And gigantic spiders that crawl about harmlessly in the parallax-scrolling foreground, occasionally leaping back towards the background and, due to a tragic consequence of the laws of perspective, suddenly becoming very small and getting squashed under your feet. All genuinely important features which, when they're all added together, make for a truly well-rounded game.

All sounds too good to be true? 'Fraid so. Sadly, there's one classic mistake Malibu haven't managed to avoid – *Time Trax* is miles too short and miles too easy. The end-of-Level-1 boss can be dispatched in about five seconds once you know how, and by my third go I was half-way through Level 5 (out of 8). Which is a real pity because, while it lasts, *Time Trax* is astonishingly good fun.

● Jonathan Davies

GRAPHICS	SOUND	GAMEPLAY
89%	80%	84%
GAMELIFE	OVERALL SCORE:	73%
41%		

VERDICT: Slick and tremendously entertaining for the two to three days it will last you.

Ninja. The word sounds hard, doesn't it? Like Shogun. Or nunchaku or katana. In fact, Japanese is packed with really neat words. Kawasaki's another good one.

NINJA WARRIORS

US Release

Game: Ninja Warriors
Publisher: Taito
Developer: In-house
Price: £54.99
Release: Out now
Players: 1
Cart ROM: 8 Mbit
Adaptor: Any
Game supplied by:
Zap Computers (0532) 590077

Left: These big robots deserve a kicking. They stop and focus their special laser eyes at your last position. But if, as here, you get another robot to stand where you were, the big robot shoots at him. Ha!

Above: There are loads of different nasties in *Ninja Warriors*. These spike-wearing geezers aren't even the worst.

Super Play says; Kamaitachi is the best character. He's fast, accurate and he's got some sweet moves. Here, his kick does the biz. Like Viakal.

THE THREE STOOGES

These are the characters you can be. Ninja's the worst. Kamaitachi's the best.

NINJA
He's the hard man of the outfit. Nearly seven feet tall, he boasts a jet-pack, a set of nunchakus and a hanky over his mouth.

KUNOICHI
The token girl. She's quick as well, but she isn't very good, to be honest. Still, she's got nice hair, though. And a hanky.

KAMAITACHI
He might look like a Terminator with the skin off, but he's totally original and completely nails. So try him as soon as you get the game. He'll sort you out.

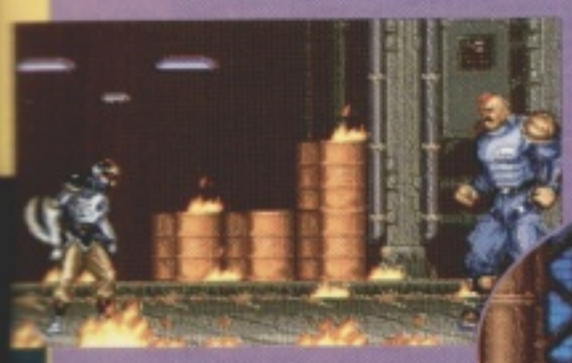
GOOD, BAD OR UGLY?

They say that video games can influence your mind. Well, if it's true, how come millions of kids aren't becoming champions in the fight against evil? Every scrolling beat-'em-up casts you as the world's last hope against the evil powers which threaten to take over. So how come we haven't become a nation of do-gooders, fighting the forces of nastiness whenever we find them? Eh? Where's your bad influence theory now, eh?

Ninja Warriors is very like an arcade game, or possibly a Neo Geo game (which is much the same thing, actually). This is a good thing. The general plot of the game wouldn't tax the brain of a particularly dim sheep, though. You walk along, following the arrow when it says GO! and you fight everybody you meet. Most men are easy to punch in, but some have weapons and cast-iron jaws which take several strikes. These are trickier. Some are almost the full height of the screen, and are accompanied by their own

RRIORS

MORE BOSSES THAN THE CBI



Above: The first boss actually reappears later on as just another character to kill.

Right: This is the TV boss. He turns invisible for large chunks of the fight. Git.

Left: This guy really takes off the energy. We call him Chainsaw Man.

Right and above right: Greenie's a bit of a nasty.

Above: The chap in the blue suit is the Boss of Bosses. He sits and watches you pit yourself against all the others. And laughs a bit, too.

Left: Kunoichi, her golden hair swinging, dispatches a load of bad guys with her wicked little knives.

Right: I haven't a clue what's going on here. A special move, probably.

Left: Fighting more than one enemy simultaneously requires a special type of skill. It's called hammering the buttons furiously.

Right: If you lose all of your energy, this happens. It's horrid. So don't look, OK?

power meter and the word BOSS. They appear at the end of each level and they take some serious kicking. See? A thick herbivore could indeed grasp what's going on.

So it looks like an arcade game. But how does it play? Well, for a start you can be one (or two, if your chum's around) of three rock-hard characters. But some aspects of the game don't depend on which character you are. At first you think that it's the sort of game that calls for repeated hammering of the punch button – because this tactic is vastly effective against the legions of naughty henchmen which attack you. But no. Do this a lot and you'll lose. There's only one way to be good at *Ninja Warriors*, and that's to master all 10 of the moves each character can perform.

Of course, there's nothing tricky about these moves; most are a combination of two buttons, or one button and a direction. But using the right one at the right time in the middle of a ruck is vital.

Indeed, playing *Ninja Warriors* is fun. Loads happens in the background; you've got a special 'rage-gauge'-type meter which gives you a smart-bomb attack every few minutes, and there's a neat feel to the characters. They've got some weight to them, which is nice, and each of them has a different fighting style, so once you've beaten the game with one, you can have a crack with the others.

Ninja Warriors is a goody, then. If software folk are going to release scrolly fighting games, they've got to be this smart. The feel is right, the graphics are skill and there's a lot going on. The only problem is that the minion-bashing is a bit repetitive – you can get away with just punching them. In fact, to alleviate the boredom, it's a good idea to practise your special moves on the no-hopers – so when you need them, they'll fall at your fingertips.

The only thing worth criticising about this game is the sound. It looks like an arcade game, so why doesn't it sound like one? All you hear are pathetic grunts when you blap people. Annoying, because there's a good deal of blapping people within *Ninja Warriors*. Still, you can live with it. In fact, to simulate an arcade feel, get 80 people who annoy you to wander around your room, occasionally laughing in a stupid way and watching as you play. Some should have bad breath or a cold, and many should be in shell-suits which squeak and swish as they walk.

Where was I? Oh yes. *Ninja Warriors*. Get it if you want a walk-along fighting game.

● James Leach

GRAPHICS	SOUND	GAMEPLAY
86%	67%	87%
GAMELIFE	OVERALL SCORE:	84%
82%		

VERDICT: Despite its modern ninja-ness, it's got an old-fashioned feel. But, as the game is done well, *Ninja Warriors* is worth checking out.

Imagine a land full of adventure and fantasy, where clerics, warriors and elves wander about fighting things. Imagine how much fun it could have been...

KING OF DRAGONS

Fighter

Fighter isn't really a good job description; his only qualification is the ability to whack things hard with a large, bladed weapon.

Wizard

Never trust a man in a dress. Initially, the wizard is the weakest character, but then he casts fiery spells. I think a sword is better.

Dwarf

Small, strong and stupid, the dwarf is one of nature's natural squaddies. He's slow to run and advance levels, but packs a hefty punch.

Cleric

He's got God on his side. Eric the Cleric converts heathens with his large hammer. Believe, or be heavily concussed.

Elf

A big girl's blouse, is the Elf. He has ranged attacks, but is a real wimp in close quarters fighting.

Japanese Release

Game: King Of Dragons
Publisher: Capcom
Developer: In-house
Price: £54.99
Release: Out now
Players: 1 to 2 *simultaneously*
Cart ROM: 16 Mbit
Adaptor: Any
Game supplied by:
Zap Computers (0532) 590077

Unlike *Golden Axe*, *King Of Dragons* gives you the choice of five characters and not three. Well, that makes all the difference.

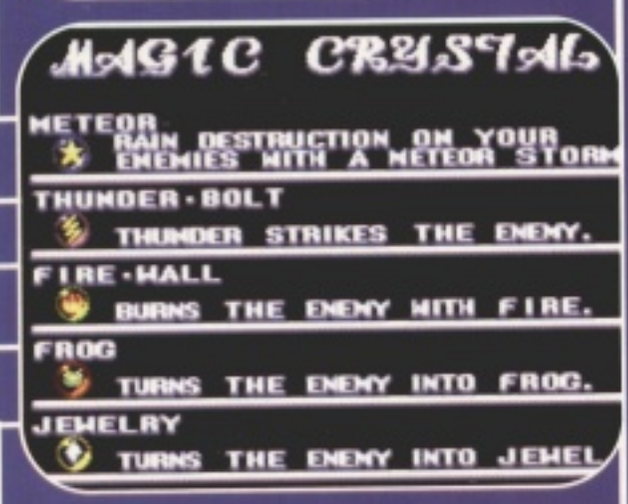
MAGIC CRYSTAL

Thunder Bolt This creates an electric storm, which defies the odds and smites your opponents soundly in the solar plexus.

Fire Wall In true Australian bush fashion, the fire wall sweeps across the screen destroying any foes, wallabies and cities called Sydney.

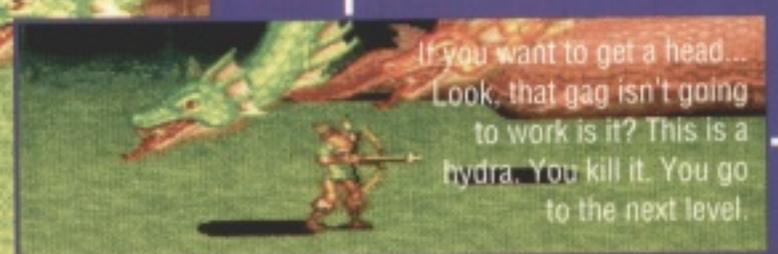
Frog In all the old fairytales evil witches used to turn princesses into frogs. Now you too can join in the transmuting fun.

Meteor Conjures meteors. After travelling billions of miles across space, these rather fortunately hit your opponents. Hurrah!



Jewellery Jewels are the key to raising your experience. The more experienced you are the harder you hit, and the more enemies you kill.

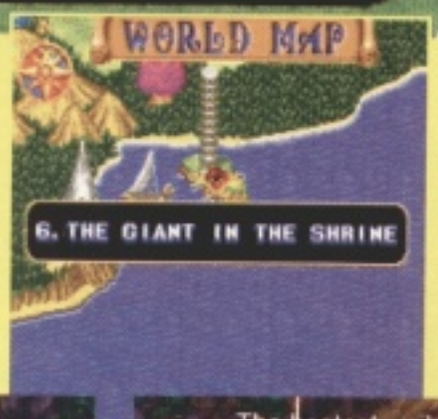
Now it might just be me, but this immolated corpse looks a little familiar.



If you want to get a head... Look, that gag isn't going to work is it? This is a hydra. You kill it. You go to the next level.

Your mission is explained by an old bloke in what appears to be a corner shop. Our local shopkeeper is always saying stuff like that and I never believe him.

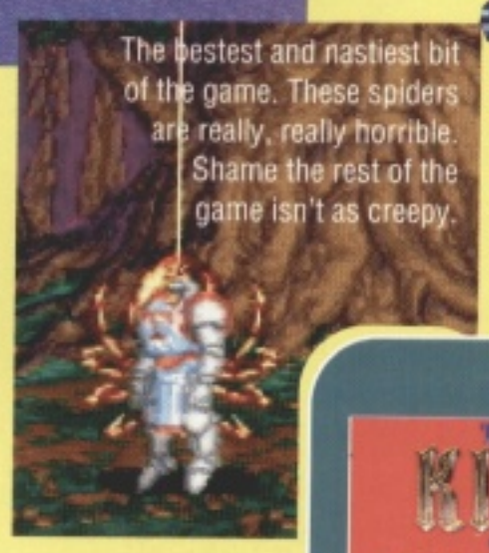
Suddenly, the floor gave way and we both fell 1,000 feet. There was no real reason. It looked good though.

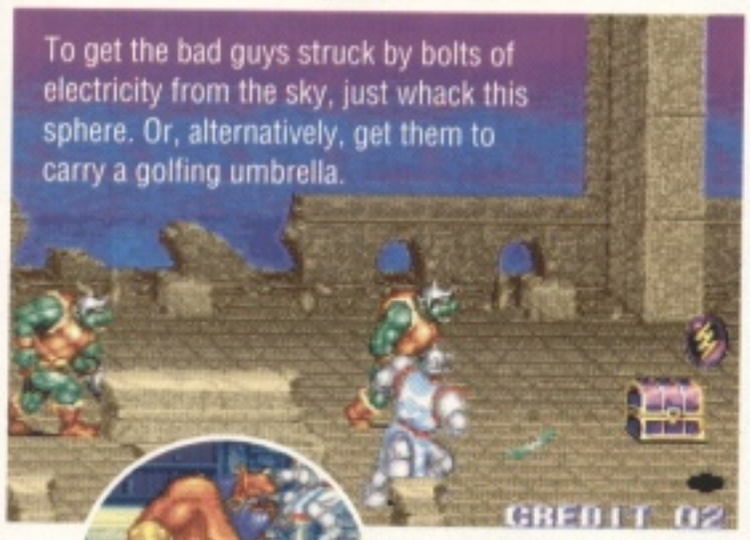


As World maps go this one seems a little sparse. There's only 10 places. Even Wells (in Somerset) boasts more sites of historical importance than that.

Nice weapons these flails instead of hands. But just how does he do normal stuff, like wipe his nose?

'The only good spider is a dead spider', that's what my old Grandaddy used to say. And do you know what? He was right.


The bestest and nastiest bit of the game. These spiders are really, really horrible. Shame the rest of the game isn't as creepy.


To get the bad guys struck by bolts of electricity from the sky, just whack this sphere. Or, alternatively, get them to carry a golfing umbrella.
CREDIT 02

Most of the bosses are too easy to beat. It's more a test of tedium than skill.

GOOD, BAD OR UGLY?

I don't like playing *King Of Dragons*. It's not the dull and tedious gameplay I object to, I can cope with that. And it's not the distinct feeling of déjà vu that's off-putting – *Golden Axe* was, after all, charming in its own very brutal fashion. No, the reason I don't like playing *King Of Dragons* is because I get scared by the spiders on Level 7.

Now I'm a big grown up bloke who knows full well that the sprites on a TV screen can't really do me any harm. What's more, I'm not even scared of spiders. Yet the second these arachnids ensnare your hacking hero in their furry, golden legs your spine can't help but tingle in revulsion. They're fast, they're creepy and they move just the way you wish they wouldn't. They are also the best thing that *King Of Dragons* has to offer.

That isn't to say that *King Of Dragons* is bad – well, okay, it is a little rough. It's just that there's absolutely nothing here (with the exception of the spiders) to raise the pulse. Each and every scene; each and every character; each and every facet of the gameplay has been done before; and generally done better. It's like playing an episode of *Coronation Street*; you know precisely what's going to happen next, but don't particularly care anyway.

The five 'heroes' are the worst stereotypes since the Black And White Minstrels were hounded off our screens by the Anti-Fascist League. Luckily, they're elves, dwarves and clerics, so the only offense is to your intelligence and imagination. The scenario is pure Tolkien (ie written in the 1930's) with some evil dragon lording it over a pure-hearted land of innocent souls. While your mission would make *Rambo* and *Passenger 57* proud; you simply hit things until they see your point of view. Ho hum, yup, this is a sideways-scrolling fantasy beat-'em-up with magical overtones. How exciting? Well, it could be argued that watching paint dry is thrilling – if you had a really bad heart condition and were on medication, that is.

Now Capcom have done some good things and they have done what can only be described as bad things. *Street Fighter II* (and variants) was a good thing. *Final Fight* was a bad thing. Sadly, this owes far more to *FF* than *SFII* with it's wander-along-hacking-monsters-in-the-head game-style. But if it's indebted to Haggar and friends, then *King Of Dragons* must have taken a second mortgage out on *Golden Axe*.

Two players walk from left to right hitting things with different weapons. Each of the characters has specific powers – essentially a selection of short- and long-range weapons – and when things get a tad sticky they can summon magic from the skies to kill their foes.

There are minor differences between this game and *Golden Axe* – you can use five kinds of magic to collect, you can parry blows on your shield and you've got five characters to pick from – but that doesn't stop this simply being a slightly inferior 1994 reworking of a 1980's coin-op classic. Which is a shame because those spiders are really scary.

● Trenton Webb

GRAPHICS	SOUND	GAMEPLAY
75%	50%	50%
GAMELIFE	OVERALL SCORE:	53%
30%		

VERDICT: A sad pastiche of a beat-'em-up. Its run, hack and magic formula just doesn't make the grade. It looks great, but don't be mislead. You may as well cut the characters out of the page, stick them on card, make the fighting noises yourself and save £50 while you're about it.

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Is *Winter Olympics* worth gold, silver or bronze? Will it make the medal tables at all? Let's have a closer look, shall we?

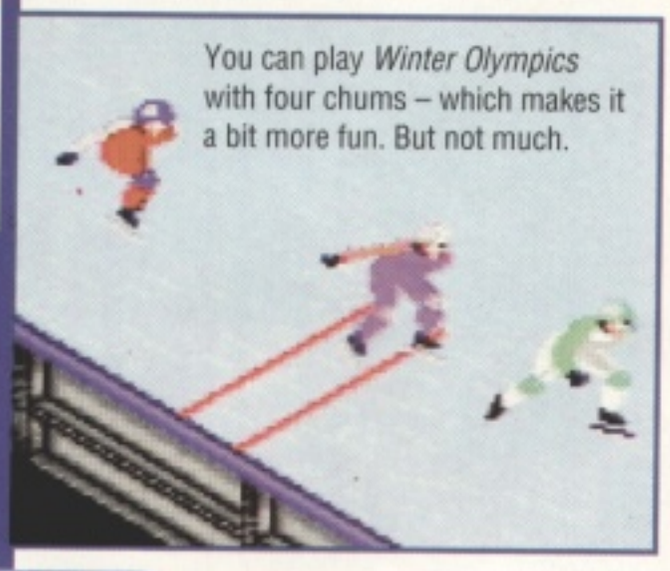
UK Release

Game: Winter Olympics
Publisher: US Gold
Developer: LOOC
Price: £49.99
Release: Out now
Players: 1 to 4
Cart ROM: 16 Mbit
Adaptor: Any

WINTER OLYMPICS

***Winter Olympics* is based on the 1994 Lillehammer games – which explains why it was released at the same time. Stats fans get a reminder of where each and every Winter Olympics (since time began) took place at the start of the game.**

The two-man bob and the luge are my personal faves. Over-steering on the corners is a problem.



You can play *Winter Olympics* with four chums – which makes it a bit more fun. But not much.

Downhill skiing and the three slaloms are the best events. Controlling them is easier, too.

The shooting part of the biathlon is a joke. And it's hard to keep the cross-country skiing smooth.

GOOD, BAD OR UGLY?

This game reminds me of *Kawasaki: Caribbean Challenge*, which I reviewed way back in issue 11. I awarded that game a massive 20%. Which may give you a rough idea of what I'm about to say. *Winter Olympics* is awful. I'm not just saying that because the graphics are poor, or the sound becomes irritating after hearing the same tune over and over and over again, either.

You see, the main problem with *Winter Olympics* is that it's boring, yet very frustrating to play. Especially the biathlon, where you cross-country ski and then have a go at shooting little round targets. Now, I have never shot a gun. But I am a great fan of Arnie films and I think I know that when you aim a gun it stays aimed until you fire, at least roughly. But no, obviously not – in this game it's completely impossible to aim the gun and keep it aimed. It's like trying to shoot while you're shivering in a high wind.

It took me ages to work out how to do a mogul without crashing, too. And it's almost impossible to control the bobsleighs properly – it was much easier just to let them do their own thing. The controls are the least user-friendly I've come across. Or maybe it was because I was so bored by then, I couldn't be bothered to persevere. No, that's wrong. I *did* persevere and the controls stayed impossible.

You have the choice of either taking part in all 10 events of the full Olympic Games, or only doing the ones you're best at in the Mini Olympics. You'll probably end up just picking your favourites – to get through the thing as fast as possible.

And another thing – US Gold didn't draw much press attention to this game just as it was coming out. I wonder why?

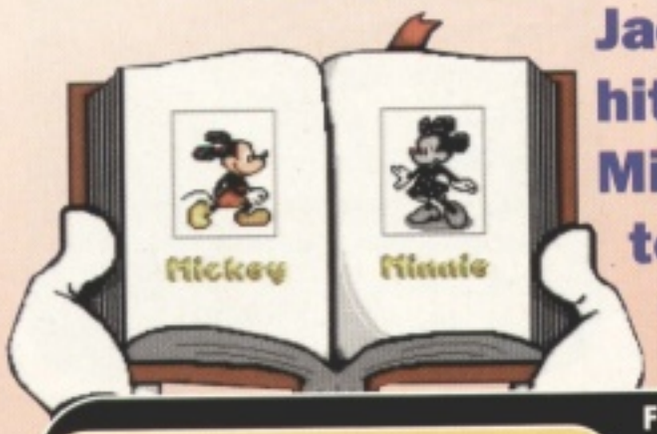
● Sue Grant

GRAPHICS	SOUND	GAMEPLAY
38%	55%	35%
GAMELIFE	OVERALL SCORE:	35%
30%		

VERDICT: Having 10 events in the game should provide variety, but because none of them are any good, it doesn't work like that. So don't buy *Winter Olympics*. It's a complete waste of £49.99.

MICKEY'S ULTIMATE CHALLENGE

We brainy types at *Super Play* know our ABCs from our other Jackson Five hits. But can Mickey Mouse teach us a thing or two?



PUZZLY PARTS

Familiar Disney characters pop up to set Mick (or Min) tests – which will gain them items if successfully solved.

Daisy Duck's gallery is in need of a good dusting. Clean and match common images, pairs-style, within the time it takes for the candle to burn away.

Can't say I know who this cow-like chap is, but the face is familiar. Anyway, organising letters into the correct order is the name of his game.

Left: *Mastermind*, Goofy-style. Below left: Donald's shift-the-blocks-in-the-right-order game. Below: A simple *Simon* variant.

US Release

Game: Mickey's Ultimate Challenge
Publisher: Hi-Tech Expressions
Developer: Designer Software
Price: £54.99
Release: Out now
Players: 1
Cart ROM: 8 Mbit
Adaptor: Any
Game supplied by:
Video Games Box (0425) 616705

GOOD, BAD OR UGLY?

Poor old Mickey Mouse. If we are to believe the research being conducted across the Pond, he's recently lost out to Mario in the recognition stakes amongst root beer-swilling American kids. And now he's following in the dungaree-clad Italian's footsteps by starring in an *edutainment* title. Hmm. He really should consider getting himself a better agent.

The game spins a fairytale yarn which finds Mickey in the kingdom of Beanswick – a simplistic, platformy environment from which five sub-games can be accessed. Billed as 'five magical puzzles full of family fun' they are moulded out of age-old themes and supposedly develop memory skills, deduction abilities and spelling/alphabet awareness. But it's their origins which are the sad part – all but two of the sub-games have been seen before in non-video game environments and don't particularly draw upon the abilities of the SNES to improve them. Playing a game of 'pairs' with Daisy Duck looking on, for example, is certainly no more pleasurable than playing it with a deck of cards and real people.

And a disturbingly large question mark hovers over its longevity.

It *does* have three difficulty settings, ranging from 'cake' (as in piece of) to 'challenging' – but I can see most players opting for the default 'cake' option (innocently not knowing any better), and exhausting the game's appeal long before the £54.99 price tag is justified.

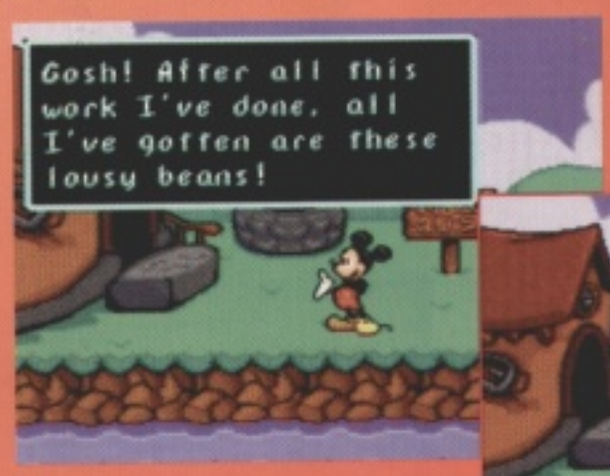
The depictions of Mickey Mouse himself and the clutch of other familiar characters will no doubt provide some amusement to the targeted audience, though. They're all brightly coloured and fairly true to the Disney originals, with Mickey displaying his usual wide-eyed innocence and Goofy his inimitable gawrshiness. So, um, that's good.

Overall, it seems like a bit of a cop-out. With considerably more development time spent on design rather than cloning crusty old ideas, this could have been a worthwhile purchase for parents intent upon broadening their children's video game interests beyond Mario et al. But it didn't happen, so it isn't.

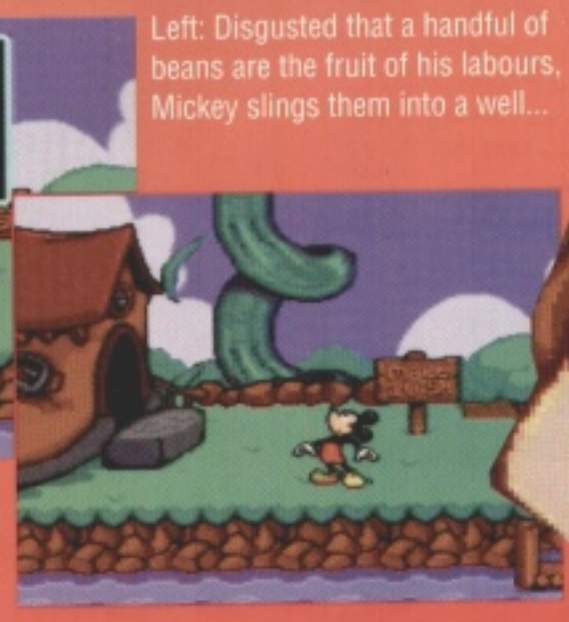
● Tony Mott

GRAPHICS	SOUND	GAMEPLAY
70%	50%	58%
GAMELIFE	OVERALL SCORE:	
40%		54%

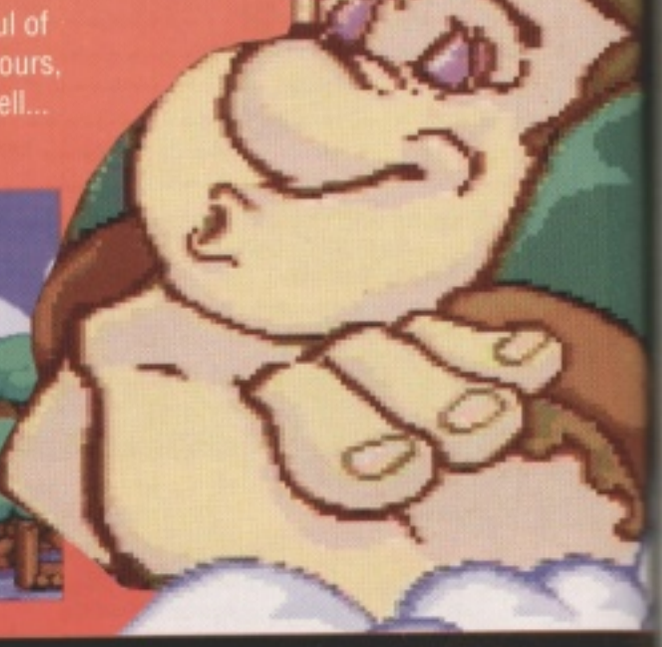
VERDICT: Weak design means that this is worth renting for a child on a rainy day, but that's about it.



... only to discover their magical giant beanstalk-growing properties. The rotund fellow (far right) awaits.



Left: Disgusted that a handful of beans are the fruit of his labours, Mickey slings them into a well...



The glorification of conflict in games continues. Absolute have unsurprisingly taken the 'serious' simulation route in *Turn And Burn*. Opposing forces favour the Ruskie-bred MiG-29, one of which is in shot over there to the right. Time for evasive action.

TURN AND BURN

NO-FLY ZONE

US Release

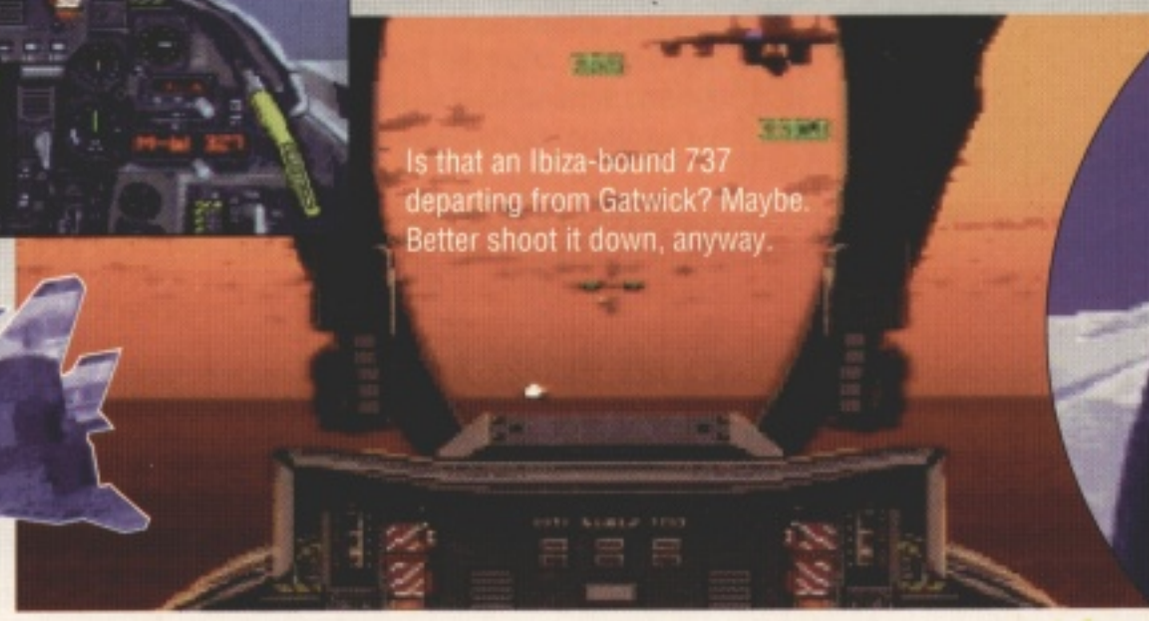
Game: Turn And Burn: No Fly-Zone
Publisher: Absolute
Developer: In-house
Price: £49.99
Release: Out now
Players: 1
Cart ROM: 16 Mbit + DSP
Adaptor: Any
Game supplied by:
Zap Computers (0532) 590077

Sounding suspiciously like a low-budget straight-to-video *Top Gun* movie clone, *Turn And Burn: No-Fly Zone* pits an F-14 Tomcat against an unknown foe. Excited yet?

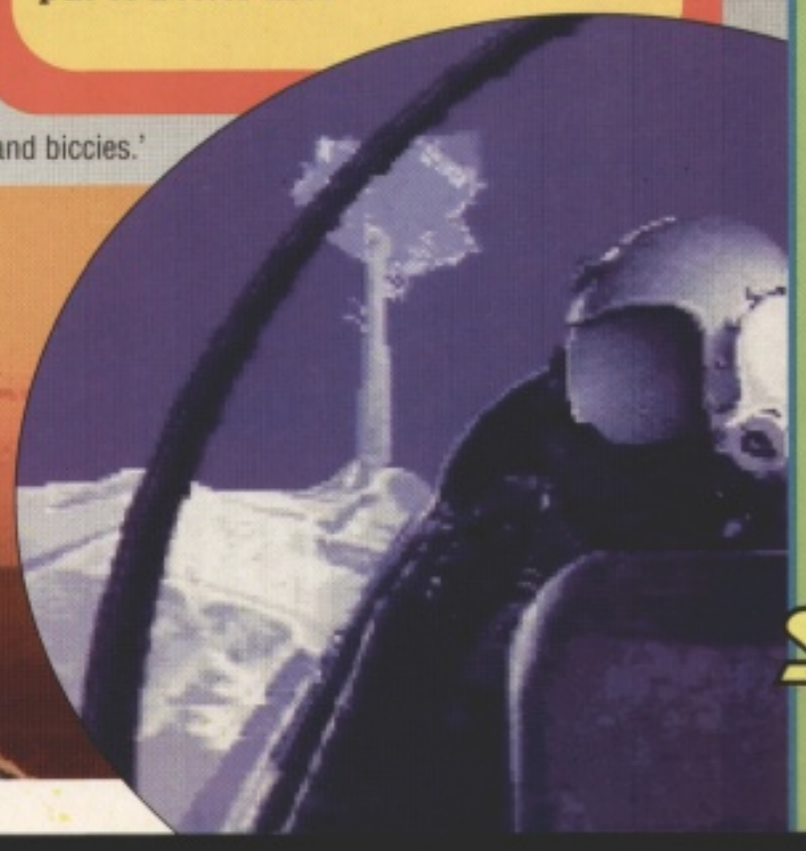
Level 4's ground-based target is a fortified island base. Destroy!

Can I do my two bogies gag now? (*Absolutely not – Ed.*)

Right: 'Tally ho chaps, I'll be home in time for tea and biccies.'



Is that an Ibiza-bound 737 departing from Gatwick? Maybe. Better shoot it down, anyway.



GOOD, BAD OR UGLY?

Software sells machines. Fact. Ask any Super Nintendo owner why they bought their machine and the answer will inevitably include reference to *Street Fighter II*, *Zelda* or the *Mario* series – all games which have become synonymous with the SNES.

So why do Absolute insist on releasing games which don't fit the average SNES owner's needs at all? Games like this and their *Battletank* series are more suited to computers. Don't get me wrong, I'm all for diversification and agree that there's tonnes of room for games as playable and well-executed as *Pilot Wings*. I just don't believe that there's enough interest amongst the SNES-owning populace to support a serious military aircraft combat simulation.

Product misplacement quibbles aside, and judged as a piece of software in its own right, this isn't really too bad at all. The dogfighting itself is fairly exciting, mainly because of the effort which has obviously gone into the looks department. Enemy MiGs soar in and out of view smoothly, and the over-the-shoulder reverse views are splendid – convincingly supporting the illusion of intense airborne confrontation. The problem is that the illusion only holds your attention for a short while. Later missions include scenario changes which involve submarines, oil rigs and battleships, but the bulk of play-time is still spent tracking and destroying enemy MiGs, which becomes boring fast.

There *are* plenty of gauges and displays to occupy yourself with, but on the whole, *Turn And Burn* lacks the depth of its computer-based counterparts, falling uncomfortably between an action-based blaster and a simulation.

And I still maintain that your average SNES gamer isn't going to be even vaguely interested in buying this.

● Tony Mott

GRAPHICS	SOUND	GAMEPLAY
79%	67%	77%
GAMELIFE	OVERALL SCORE:	
59%		71%

VERDICT: **The best SNES airborne combat sim yet. But couldn't the 12-strong (!) development team be put to better use?**

TRICKS

CHEAP

YOUR GUIDE TO AFFORDABLE SOFTWARE

incredibly steep, and judging by the letters we receive every month at *Super Play*, you wholeheartedly agree.

The Japanese have it much easier. Not only can they buy every SNES game ever produced (we see just a selection over here), but the market is actually geared towards lower prices and higher unit sales figures. Just a week after its official release, *Legend Of The Mystical Ninja* (*Ganbare Goemon*) *2* dropped to just 6,000 Yen in certain stores (approximately, a fall from £30 to £16). Older carts like *F-Zero* can be picked up for as little as £5 from specialist retailers. If people can afford to buy more carts, then more carts will sell, so the publishers still make a healthy profit.

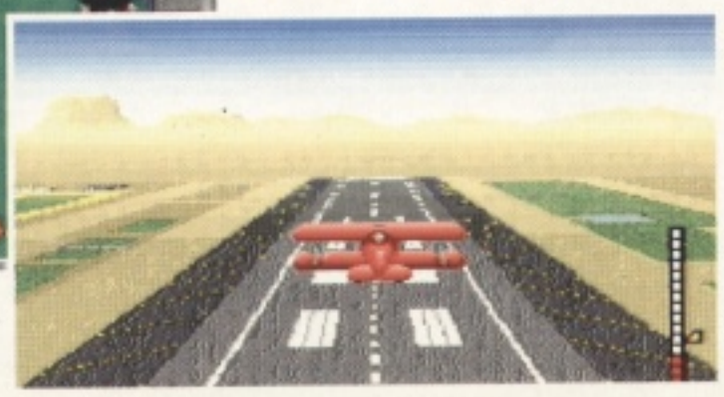
Not so in Blighty. According to our market research, the average British console owner obtains only two games a year – and these are actually bought as presents on birthdays and at Christmas. This rough figure tends to ignore older players (particularly those in *Super Play*'s readership), but it still paints a worrying picture.

This can only mean that the majority of you aren't aware of the burgeoning market in budget games. If you're actually prepared to go out and hunt for bargains then you will find them. Just take a closer look at Supermarket or the classified ads in this issue and you'll see a few surprises.

Hold on a moment – did I say 'budget'? Isn't that the sorry state of the dying NES and its software at the moment? Well, yes and no. The rapidly growing availability of budget SNES games has appeared for slightly different reasons, and even encompasses some very recent releases – where, for example, stock was ordered in unrealistic quantities. Sometimes, a game will sell very poorly on release, but prove incredibly popular when the price falls to a more reasonable level. Second-hand games are also being sold and exchanged in impressive numbers. 'In our opinion there are very few games that are worth their original price tag,' commented Adrian Bolton of One Step Ahead, 'but when you get down to £30 and lower, the range of games worth the money increases dramatically'. In other words, the budget arena is actually consistent with the growing popularity of the SNES. 16-bit consoles are only starting to show the extent of their capabilities, and judging by some of the games on display at the April ECTS (Electronics Consumer Trade Show), it will be a long time before the SNES is relegated to second division.

***Super Bomberman* for £30! *Zombies Ate My Neighbours* for £25! *Axelay* for £12! Sounds wonderful? Well, the bad news is that we're not running a special offer. But the good news is – we don't need to, because you'll find prices like this cropping up all the time.**

The national media's 'other' big video game story of the past year has undoubtedly been the cost of computer games. Not content with victimising epileptics and turning small children into violent sociopaths, it seems that the Japanese multi-national mega-corporations are intent on bleeding us dry with their dangerously addictive console games. Just this once we might, uncharacteristically, agree that they do have a point. The official retail pricing of console cartridges is



Now that it's received a UK release, import copies of *Super Bomberman* (above) can be picked up for around £30. Second-hand carts, like *Pilot Wings* (right) are cheap too.

Sensible fun for the under-30s

Although £20 seems to be the average budget price on older games, it's amazing what you can pick up for £30 and less. Researching this guide I found *Cybernator*, *SFII Turbo* and *Super Bomberman* for £30, *Zelda* for £26, *Zombies* for £25 and *Castlevania IV* for £24. So where to look? Anywhere and everywhere. To start with, check the advertisers in our classified ads. Make sure you know what you're getting for your cash – some prices are for old stock, some are for used and second-hand games. Check for special offers – companies like One Step Ahead Gaming and Console Connections will also take old games in generous part-exchange towards another title. Even relatively recent releases can see a sudden price drop after just a couple of months.

Finally, we have always stressed that you should take care when buying anything from mail order. There are plenty of unscrupulous con-men ready to fleece you, as some of our readers can sadly testify.

SUPER PLAY RECOMMENDS

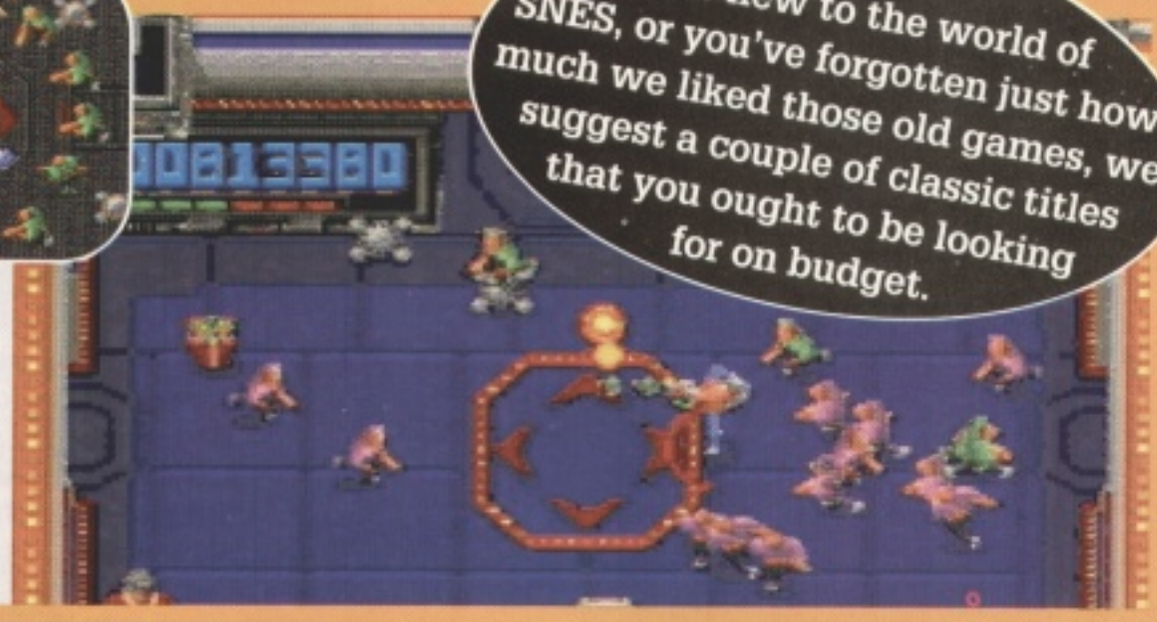
Just in case you're new to the world of SNES, or you've forgotten just how much we liked those old games, we suggest a couple of classic titles that you ought to be looking for on budget.

SUPER SMASH TV
Acclaim (US/UK) *SP*1: 86%

● **Currently available for around £20-£23***

If you've never played this *Robotron*-style shoot-'em-up then you really don't know what you're missing. Satirically, you play a contestant on a sick future gameshow where your task is to blow away hordes of 'robots' in order to win toasters, VCRs and a big cash prize. The fun might seem short-lived at first, but it's the sort of game you come back to time after time when you feel the need for a burst of ultra-violence. Your fingers will be an inch shorter by the time you finish the final boss, and there's even a cheat to make the game harder.

*** Console Connections on (0736) 331131 can help you out on this and other games.**



AXELAY
Konami (US/UK) *SP*2: 85%

● **Recently available for the special offer price of £12-£15***

Quite simply, this is still one of the best-looking space shoot-'em-ups ever to grace your SNES. The levels switch between forward and side-on views and the graphics exploit the machine's oft-hidden capacities. *Axelay* is also renowned for having the biggest, baddest bosses you'll ever have the chance to blast: we think the ED209 look-alike is our favourite. The only criticism is that it's a little bit easy and a little bit short at six levels, but when you can pick it up for around £15, you're getting value for your money. A must-see.

*** Console Plus always have special offers going on UK and import stock, so give them a call on (0924) 456082 or (0345) 090099, or write to them at 218 Bradford Road, Dewsbury, West Yorkshire WF17 6FJ.**

SIM CITY
Maxis/Nintendo (US/UK) *SP*1: 84%

● **Currently available for around £20-£26**

Who'd have guessed that civic planning and budgeting could be fun? The idea is a simple one, but it will keep you absorbed for hours. Build houses, shops and factories; lay roads, rail and power cables; commission police and fire services; then watch your small village flourish into a thriving metropolis (or collapse into polluted crime-ridden slums, dependent entirely on your policies). Produced in conjunction with Nintendo, this rendering of the classic may look somewhat behind *Sim City 2000* but it's the most user-friendly you'll ever find. If you've been looking for some truly educational software then forget 'edutainment' – we recommend this wholeheartedly.

A true original.

SUPER ALESTE
(JAP) (US: Space Megaforce) Toho/Compile *SP*3: 87%

● **Currently available for around £20-£24**

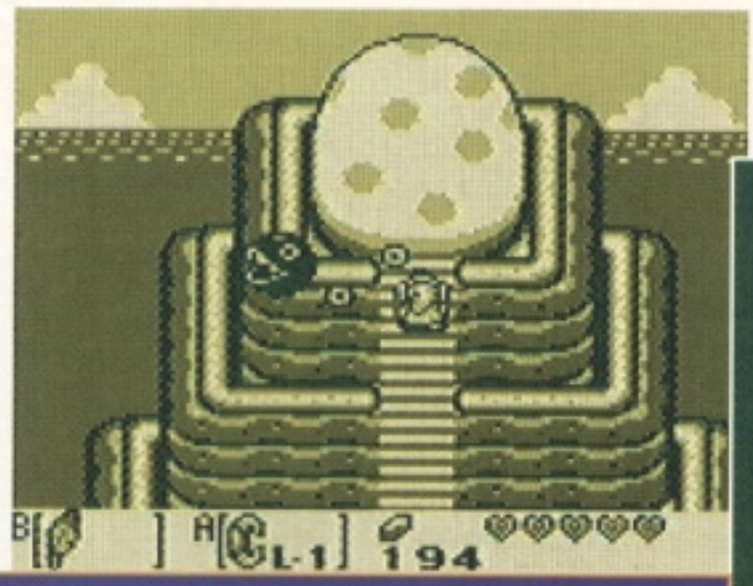
Here's proof positive that the Super Nintendo really can handle a *Gunhed*-style overhead shoot-'em-up without any sort of slow-down, just as long as it's competently programmed to take advantage of the console.

Some great use of parallax, Mode 7 and stacks of enemies on-screen at once make this one of the all-time classic carts. Sometimes it gets a little weapon-heavy, but we're not put off by that (like tortilla chips, when you've had one power-up you can't resist another). Unfortunately, we've seen very little that compares to *Super Aleste* since, so at budget price this is an absolute bargain.

PRINCE OF PERSIA
Konami (JAP/US/UK) *SP*5: 89%

● **Currently available for £20-£26**

You want your games tough? *Prince Of Persia* adopts the platforming ethic, throws in puzzles and sword-fighting and creates a game in which each new level will give you a whole new challenge. There's absolutely no chance of you breezing through this game in an afternoon, or on a first attempt: passwords will never seem so welcome, quite frankly. What's more, there's some excellent animation for the main sprite (long before anybody mentioned rotoscoping). The patient, persevering nature of the game isn't absolutely everybody's cup of tea, but at £20 you can afford to find out if you're a Darjeeling or an Earl Grey.



The budget price of Game Boy carts could make the Super Game Boy a good investment, especially when the graphics don't need to be sophisticated (as with *Tetris* and *Chessmaster*). And we can play *Zelda IV*. Hurrah!

WE DON'T NEED NO *STEENKING* BATTERIES!

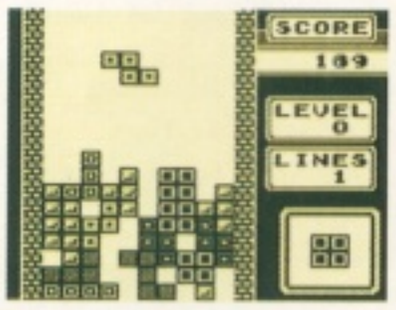
You can recognise Game Boy users a mile off. They wear bandoliers of spare AA batteries like Mexican bandits, and their heads lean at a peculiar angle after hours of trying to get the light-source just right. Fortunately, we will be spared this condition, as Nintendo has announced the imminent release of an adaptor which allows you to play Game Boy games on your Super NES. Imaginatively entitled the Super Game Boy (hmm, their Product Naming Dept is looking decidedly understaffed these days), the device has a slot for the GB game but otherwise resembles a normal SNES cartridge. Just plug it in your machine and those portable favourites are yours to play, in full stereo sound.

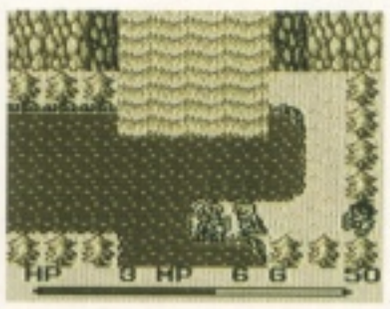
Now, we know what you're thinking. 'Won't that 2" square dot-matrix picture look a bit, well, ZX81-ish on a full-size colour TV?' Good question. The clever bit is that the grey tones will be represented by four colours of your choice. Better still, all future GB software – like the forth-coming releases of *Donkey Kong* and *Tetris 2* – will support up to 256 colours. Even the once-proud Speccy couldn't match that.

The consequences of this adaptor may not be obvious, but the potential is immense. With more than 350 Game Boy titles available, the library of SNES games is effectively doubled. The older carts can be bought for as little as £5, putting a large collection of budget games at the disposal of SNES owners. What really gets our juices flowing is the thought of being able to play fab games like *Monster Max*, *Castlevania I & II*, *Wario Land*, and the *Nemesis* shoot-'em-ups. Better still, you'll be able to crack the amazing *Zelda IV: Link's Awakening*. Believe us, it really is as well-crafted as *A Link To The Past*.

The reason behind the adaptor's development is still unclear: there was hardly a demand for it from SNES owners, although it may now prove quite popular. The news of colour software, however, has revived speculation within the games industry that a colour Game Boy is in the pipeline – perhaps appearing in late '94. New software produced for such an innovation would directly benefit SNES owners with a Super Game Boy.

The Super Game Boy will be available in the US in early June, retailing at $59.99. Expect a European launch within a couple of months, for just under £50.





BLAST FROM THE PAST

Sad to admit, but these 8-bit games have better graphics than a couple of SNES titles we could mention...

And the 8-bit fun doesn't stop there. *Super Metroid*, *Super Mario Collection*, *Zelda*, *Castlevania* – all of them are great games, with one thing in common: they originate from NES games and characters. The humble Famicom and its various incarnations may have seen better days, but there are still some quality carts bouncing around out there. And that's where the Tri-Star comes in. Like the Hornby Superdeck, this big grey box allows you to play NES games on your Super NES. We playtested it with an impressive back-catalogue borrowed from our sister mag *Total!*, and discovered that it worked with everything we tried, except for *Gradius*. The adaptor even features two different NES slots to accommodate foreign carts.

If you're a 16-bit snob with your eyes on a Project Reality machine come 1995, you might be turning your nose up at this regression and wondering what all the fuss is about. This can only mean you've never played the likes of *Xevious* or *Snake, Rattle & Roll*.

Hornby's Superdeck has now been shelved completely, thanks to the price cut on a new NES, but Effin Awesome are selling the Tri-Star for £39.99. If the idea appeals then give them a call on (0924) 897359. Or you can try calling Zap Computers on (0532) 586523.

NEW TO THE UK

Guiding you through the veritable minefield that is the new releases on UK labels is James Leach. Follow him as he pops on his headphones, activates the metal-detector and wanders in circles with his tongue slightly protruding.

PLOK!

Nintendo/£49.99/8 Mbit

You wouldn't expect a game which has chunks of black-and-white graphics in it to get over 90%, would you? But that's exactly what *Plok!* did when it was reviewed by the inestimable Jonathan Davies in issue 14.

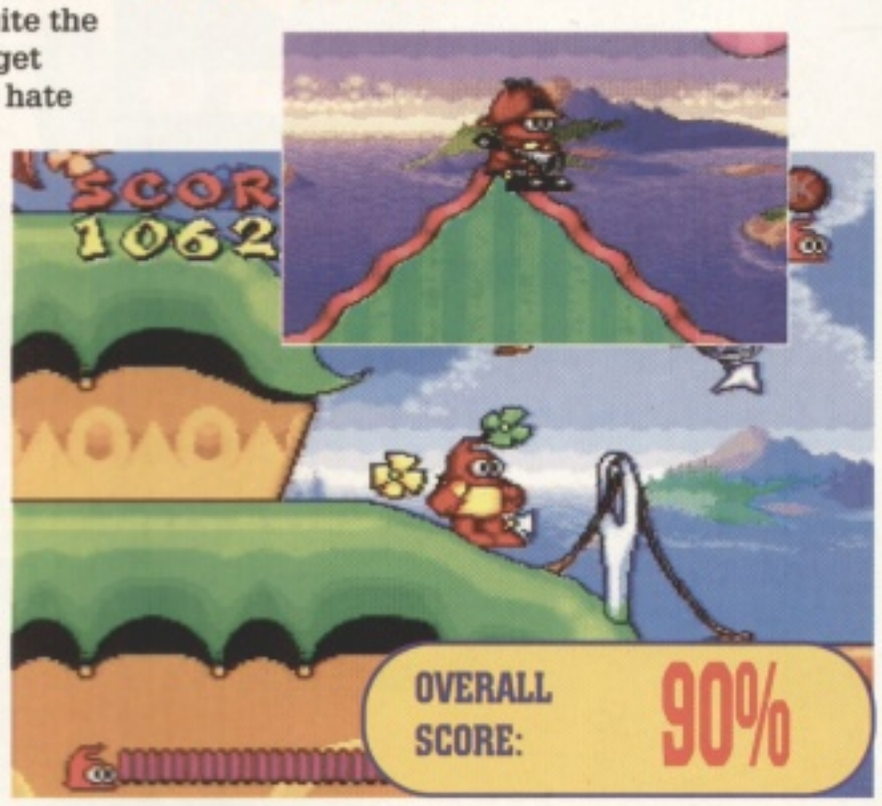
The game contains 64 levels, and Plok himself has access to all manner of vehicles to make things easier. He's got a tank, a car, a sort of jet-pack thing and a selection of special presents which, when opened, could be a welding kit, a set of boxing gloves, a hat or maybe a pair of, er, special trousers. Look, all you need to know is that the game is immensely varied.

There's a vast amount of colour (despite the black-and-white bits) and it's easy to forget that this is a platform game. If you really hate platform games, then *Plok!* will change your mind for you.

It's a tricky game, of course, but it isn't annoying. If you have to jump off the screen to get to a platform you can't see, a line of shells neatly and helpfully points the way. And if you fall in water, you don't instantly die, but you get bounced up into the air and given another chance to land safely.

As if 64 levels weren't enough, *Plok!* also contains a large number of bonuses and secret levels. There are weeks worth of gameplay in here, and you'll be glad of them, rather than resentful. The appeal of a game like *Plok!* is difficult to explain, but it has a definite 'feel-good' factor which keeps you playing long after you should have stopped to do something else instead.

Full review in issue 14.



SUPER STRIKE EAGLE

Playtime/£49.99/8 Mbit

Flight sims have never been perfect fodder for the Super Nintendo. Despite the glorious beauty of *Pilot Wings*, Mode 7 hasn't helped matters. Part of the problem is complexity. There is no way you could make a really playable, yet accurate and detailed, fighter combat game, so what do you do? Simplify it.

With *Super Strike Eagle* that's just what's happened. There's no proper focus to the game. It's got two sections; one where you're shooting down enemies who buzz around you like bluebottles; and another where you're doing some ground attack and you see the plane from an unnerving top view.

The idea to have these two segments was good, if a little brave, but the implementation really does suck. There's no way you can get much joy out of either section, and the result is a messy, half-cocked game which won't fulfil your Tom Cruise-like inside yearnings to be an ace.

Full review in issue 8

R-Type III

Kiss UK/£54.99/16 Mbit

Shoot-'em-ups have been the staple diet for many a games player since the year dot. Or at least since the mid '80s. So anything which plops itself into that camp nowadays has to be a bit special.

R-Type III is very nearly there. It's a great game, actually. You get all the power-ups, all the special weapons and you can blast all the baddies with an old-fashioned feeling of glee. You know that in a tricky shoot-'em-up you're living on borrowed time, and every big baddy could be the boss that you just *can't* get past.

Plenty of massive levels and loads of variety will keep you glued to the Super Nintendo as your thumbs dance manically over the buttons. A neat touch is where you hold down the fire button to charge up your main weapon. Its destructive power is vastly increased when you're at full charge, but of course, the trade off is that you can't fire in the meantime. Very smart.

The cavernous levels are packed with slimy nasties, all pointing their guns at you and firing annoying homing blobs which you have to be quick to avoid. The walls themselves often move and slide around, creating the most hideous of claustrophobic hassles for the hapless spaceship you're driving.

Overall, this is a tiny bit short of a classic, but it's one damn fine game nonetheless. And everybody needs to play a shoot-'em-up once in a while.

Full review in issue 16

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UP ON THE ROOF

Football fever is sweeping the land! Not content with checking out all the footy games available on the Super Nintendo, the *Super Play* team are settling down to watch the World Cup on the telly.

Well, all the team except one. Although Neko has done well to persuade people to see sense and subscribe – thus guaranteeing themselves trouble-free and prompt delivery of their favourite SNES magazine month after month after month – the young tiger hasn't reached the harsh target we set last month. In fact, he fell short by six people. Not many, you'd think, but thanks to Neko's negligence, that's six people who have to trudge to the shops to get their copy of *Super Play*. Six people who could catch colds as they walk along to the newsagents. Six folk who might get very disgruntled when they see all the copies flying off the shelves and into the hands of those more pushy and eager to get their copies of the only SNES mag worth reading.

So, as the team settled down to watch the opening ceremony (or whatever they have), they noticed that the reception wasn't quite right. In fact, the aerial needed adjusting. And the roof being all wet, cold and slippy, nobody volunteered to go and twiddle the aerial into the right position. What was needed was a creature with agility and nimbleness. A cat, for example. A cat, in fact, who was in need of punishment over those six would-be subscribers who were denied their life of *Super Play* receiving ease by his negligence and laziness.

Neko's been up on the roof for several hours now. His poor little arms must be getting tired. And every time he tries to reen the heavy aerial bits, we notice a sharp decline in the quality of the signal and quickly change channels, thus giving him a fairly mild electric shock, just to remind him of the correct positioning.

So the only way to sort out Neko's misery is to subscribe. It makes great sense, because not only will the unfortunate tiger get a break from the rain and the cold, but you'll get your copies of *Super Play* every month, delivered through your postbox.

As if that wasn't enough, you'll also receive an editor's letter, written with extreme skill by James, which contains extra news, competitions and fun. Remember, this stuff isn't available to the fools who still believe that going to the shops is the best way of getting hold of *Super Play*.

So subscribe now and, if you use the handy and convenient direct debit form, you'll even save five quid! Oh, and if you do, we'll consider letting Neko down when the adverts are on.

'Did you see that foul? That should have been a penalty! The ref's blind! Oi, get out of the way, James...
'Oh yay, oh yay, oh yay, oh yay. Oh, yay, oh, yay. Oh yay, oh yay, oh yay oh yay. Oh yay, oh yay...'

SUPER PLAYER'S GUIDE

MEGA MAN X

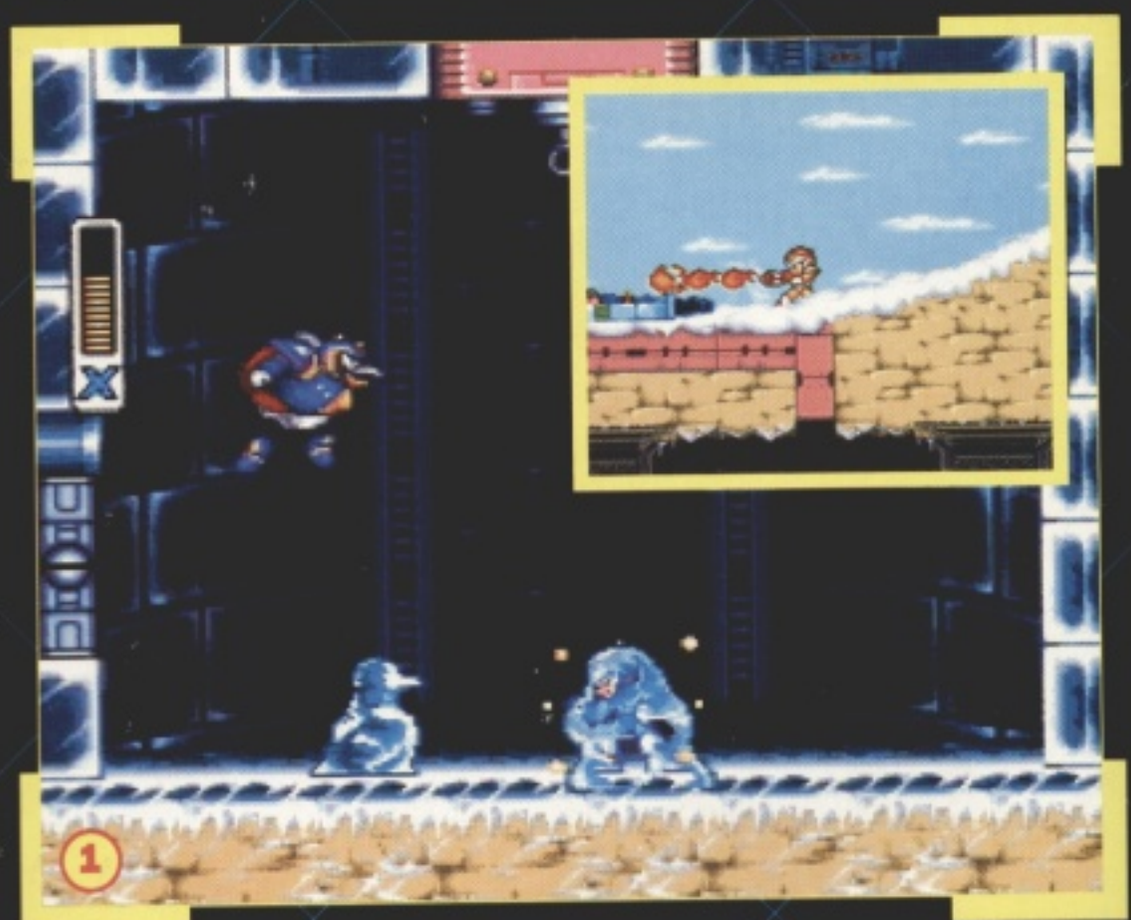
CAPCOM (JAP/US)

By Allan Brett (with Zy Nicholson)

Our resident games guru – the one they mysteriously call 'Allan' – has had no difficulty in finishing our top cover game of issue 17. We burnt offerings and beseeched him to share his holy knowledge with ordinary mortal folk. Zy was suddenly seized by a feverish vision, in which the following advice was imparted...

General Tips

1. Don't hesitate to use your special weapons. Your meters are refilled at the end of each level anyway, so you've got plenty to play with on each go.
2. Select your special weapon carefully. If enemies are coming in at all angles the Homing Missiles are a natural choice, but the Storm Tornado is better on many ground-based enemies.
3. When you eventually get the X-Buster power-up, you can charge up your special weapons too. If you want to charge a special weapon, charge up your X-Buster, then switch to the weapon you want to save energy.
4. You can take Accelerated Leaps off of the wall by pressing 'A', then jumping off afterwards. You will spring out much further, allowing you to get past bosses much more easily. The best way to perform it is to hit A and B simultaneously.
5. There's no time limit! This means you can stop, charge up your X-Buster and select your weapon before moving on into dangerous territory.



Stage: Icy Penguigo

1 This is the best level to start on, as you can get by with your normal X-Buster. All the enemies can be dispatched with a single charge shot or less. To obtain the Heart Tank you will need to return to this level with the Fire Wave: get to the section where you have to abandon the mech suit and take an Accelerated Leap left from the top of the cliff face. Destroy the buildings there with the Fire Wave.

ICY PENGUIGO
WEAPON: ICE SHOTGUN

Keeping your X-Buster charged to full power, stay high up on the wall and clear of his ice breath. Don't bother shooting his ice sculptures. Wait for him to jump to the central ring (that activates blizzard conditions) and shoot him from the wall. When you meet Icy Penguigo again in later levels you can just charge in and hold down the button on the Fire Wave – he hates it.

Stage: Storm Eagleed

2 You can find a Heart Tank on top of the building at the very start of this level. To reach it you'll need to make an Accelerated Leap from the top of the nearby lifts. Blast any capsules bearing a flame mark and a 'DA' stamp, to reveal extra items.

STORM EAGLEED
WEAPON: TORNADO STORM

3 Your Acceleration System will help you to counter both his flapping and diving attacks. Nip back and forth when he dives, and charge up an X-

Buster to take care of his little birdies. After that, you'll just have to try getting in as many hits as quickly as possible. A Chameleon Sting or the Homing Missiles will help on your second encounter, but here you'll just have to make do with an Ice Shotgun.

Stage: Spark Mandriller

4 You could jump all those missiles and sparks, but it's easier to let rip with the Storm Tornado and take out the launchers permanently. After the second dark section – before you go down the ladder – ascend the right-hand wall and you'll see another Heart Tank. Do a big Accelerated Leap and curl around to reach it.

HENCHMAN

5 When you meet this mid-level boss, scale the wall to hit him whilst he's on the ceiling. Do your best to avoid the bubbles, but if you get caught, use your dash repeatedly to free yourself. Don't bother with charging up when he's on the floor, just use your normal shot and keep your distance at all times.

SPARK MANDRILLER
WEAPON: ELECTRIC SPARK

Use either your X-Buster or Ice Shotgun (charged up if you can), but stay near the wall and get ready to climb up if he dashes, and leap off before he hits the wall. I find staying at opposite sides is best, darting underneath when he climbs across the ceiling.

Stage: Armour Armarge

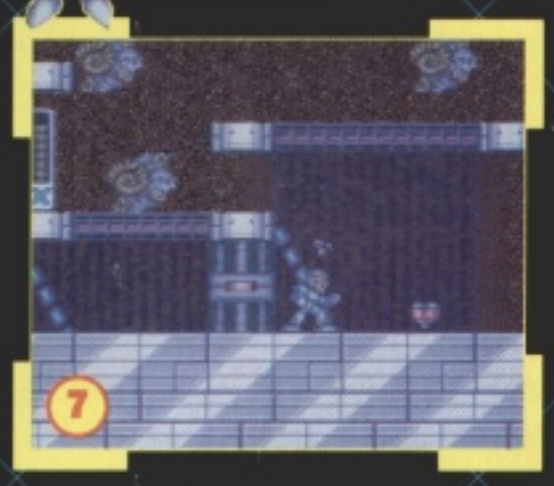
When you drop down the hole and see the second mining machine, shoot it as fast as your fingers will allow. If you're quick enough you will be able to climb the wall and collect the Heart Tank. Otherwise you will need the Boomerang Cutter to reach it. When you fly out of the mine shaft on the trolley, leap slightly early to cling onto the wall and find a health top-up before facing the boss.

ARMOUR ARMARGE
WEAPON: SHIELD

6 The Electric Spark weapon is essential for removing his armour, but once that's done, just about any weapon will do (though a charged Electric Spark works wonders). Stay on the wall when he fires his laser and move to the floor when he rolls as you'll find it easier to avoid. Don't forget to charge up your weapon so you're ready for anything.

Stage: Launcher Octopuld

7 The first Sub shouldn't pose much of a threat, but the second one can be tricky, so use jumps to stop it pulling you forward onto the spikes and let the missiles hit you. You can recover energy from the Sub's wreckage afterwards.



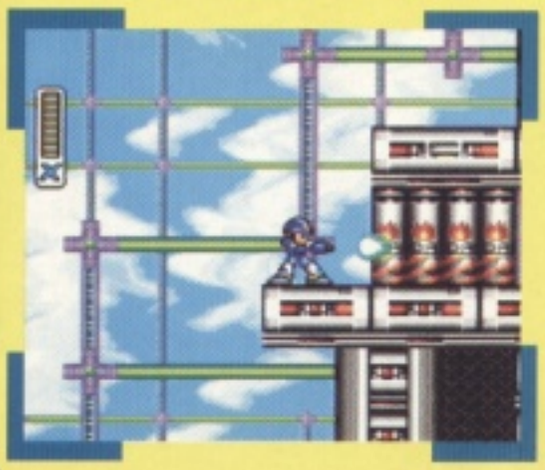
Accessory Capsules

1. THE ACCELERATION SYSTEM

Icy Penguigo's stage. You can't help but run into it.

2. THE POWER HELMET

Storm Eagleed stage. About half-way through the level you have to climb a tall scaffold tower and drop down the other side. At the bottom you will see four capsules marked 'DA' with flame logos on them. Take an Accelerated Leap onto the adjacent platform and blast the capsules. Given plenty of shots, they will eventually blow up, letting you reach the capsule containing the Power Helmet.

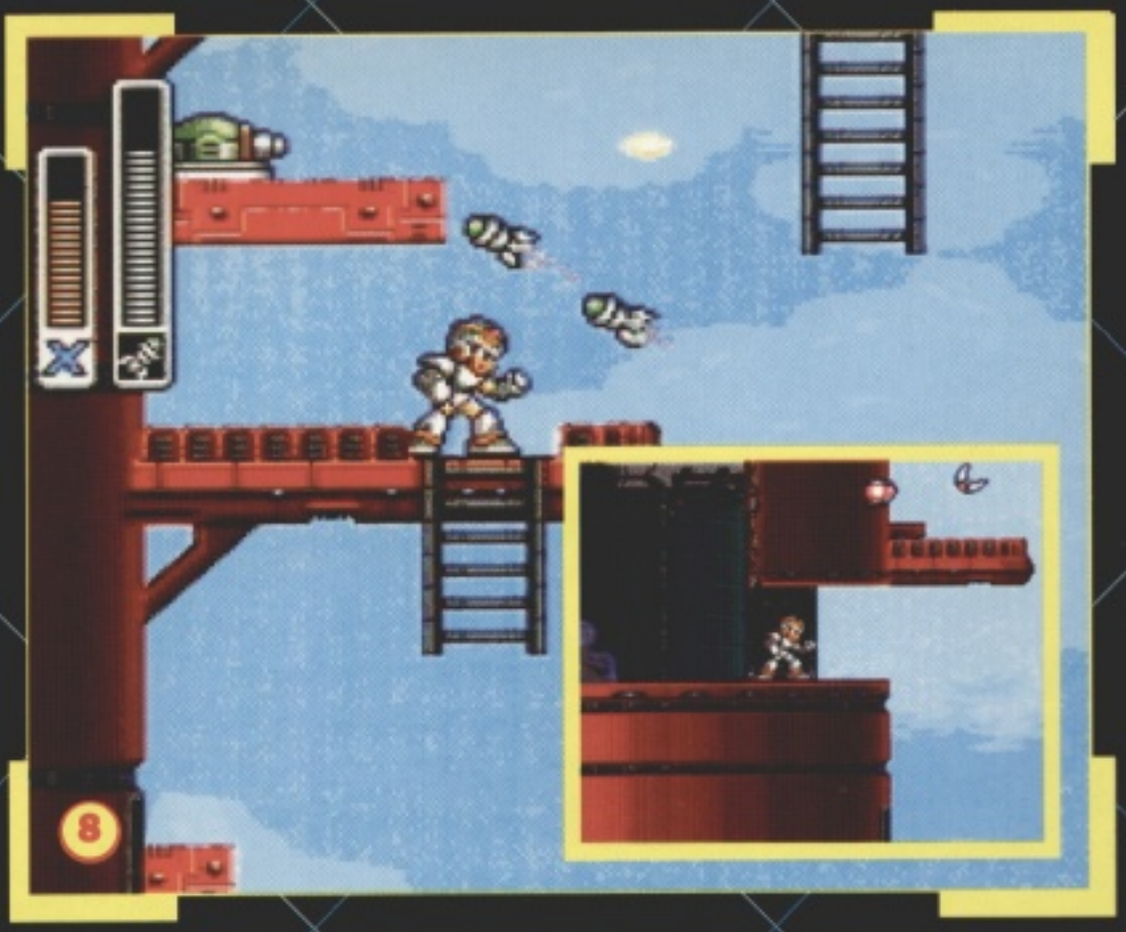


3. THE X-BUSTER POWER-UP

Burnin' Noumander stage. To reach this capsule, you must have possession of the Accelerator Boots and the Power Helmet. Just before you reach the pick-throwing miners, look up and you'll see some blocks. Take an Accelerated Leap off the platform to the right and, if it's timed perfectly, you will cling to the blocks. Hit the jump button rapidly to smash your way up to the capsule. If you mess up here you will have to start all over again.

4. THE BODY ARMOUR

Sting Chameleon stage. At the point where you drop down into the cave with the falling rocks, take an Accelerated Leap instead and climb the wall. You'll face a robot whose weak point is his red eye. Dash underneath him when he leaps at you, then jump and unleash a charged X-Buster at his head. Once he's defeated, the capsule will appear.



Sub-Tanks

The first Sub-Tank is on the Armour Armarge level. When you see the first mining machine, quickly jump back up the passage and once it has gone past, go into the bit where it was to find the Sub-Tank.

Another is on the Burnin' Noumander level. When you reach the pick-throwers, make your way up to the highest platform you can (there's an extra life on it). Once there take an Accelerated Leap to your left and smash the blocks in the wall to reach the Tank.

The third Tank is on the Storm Eagleed's level in the big glass control tower. Use the moving platforms on the right of the tower to reach it, then blast your way inside.

HENCHMEN

There are two snakes – one hiding in the sand and the other guarding the Heart Tank down below. Both follow hopelessly predictable attack patterns, and both can be destroyed quite easily by simply waiting at the very edge of the screen to get a shot in. Pathetically, you can't be harmed at all standing here.

To reach the Heart Tank, travel up the third turbine current and get on to the Whale Ship. Just stand on the left and hammer away until the whole thing crashes through the floor. Head right when it stops and destroy the robo-snake. Now go right to get the Tank.

LAUNCHER OCTOPULD
WEAPON: HOMING MISSILE

You can stop all his missiles with the Rolling Shield, but I prefer the X-Buster. Staying by a wall will often make him use his cyclone attack, which you must avoid by dashing clear.

all of the time. Select the Homing Missiles and fire one at a time, or charge them up if you can. Don't worry if he hits you with his Boomerang because, if you keep plugging away at him with those Missiles, he'll die first.

Smash the blocks and take an Accelerated Leap to your right to reach the Heart Tank. Exit the level with your 'escape unit' option.

STING CHAMELEON
WEAPON: CHAMELEON STING

You can defeat the Chameleon with the X-Buster easily enough, but if you use the Boomerang Cutter he should keep trying to do his tongue attack, making him easy pickings. When he flings his tail spikes just tuck yourself tightly into a corner to avoid them completely.

Stage: Burnin' Noumander

11 Your priority should be to get the X-Buster power-up if you haven't done so already. Stick to the very bottom and keep going left along the floor of the section with the pick-throwing miners, to reach the final Heart Tank. There's an extra life on the route to the Sub-Tank, but it's not worth going out of your way to reach it.

BURNIN' NOUMANDER
WEAPON: FIRE WAVE

If you haven't got Storm Tornado, you may find this boss quite tricky... Just stay tightly in one of the top corners and charge your X-Buster to red. Switch to Storm Tornado and, when Noumander is underneath you, blow him away.

Stage: Sigma 1

Near the start you'll have to destroy several turtle missile launchers. Get right next to them and let off a red level X-Buster or, better still, use a Storm Tornado shot to take out a couple at a time. To negotiate the moving platforms

Stage: Boomer Kuwanger

8 Taking out the shielded robots is easy if you use the Ice Shotgun's ricochet to shoot them in the back. If you have the X-Buster power-up, use either a Rolling Shield or Chameleon Sting charged up to red level on the bit with the ascending platform. 9 Once outside the tower, take your time to watch the sliding platforms before moving in with a charged X-Buster. Save your Homing Missiles for now.

When you've completed this level, do it again. This time you'll have the Boomerang Cutter to let you reach that enticing Heart Tank.

BOOMER KUWANGER
WEAPON: BOOMERANG CUTTER

Kuwanger's most powerful attack is to charge and gore you, so stay on the wall

Stage: Sting Chameleon

10 This level is really simple. The axe robots are harmless – they can't turn round, so stand on the wooden trunk and jump over them. Keep your X-Buster fully-charged to hit the small caterpillars.

Another Heart Tank can be found here once you've completed all the other levels – you'll see the forest has become waterlogged. Go to the section where you jump to get the body armour and drop down the pit into the water.

The last Sub-Tank is found on the Spark Mandriller's level. Climb up the first ladder and down the second one, then run to the end of the passage and use your Boomerang Cutter – jump and fire to guide it downwards – to collect the Sub-Tank.

Stage: Sigma 3

You must confront Armour Armarge, Sting Chameleon, Spark Mandriller, Launcher Octopuld and Burnin' Noumander. You know the drill.

SIGMA MECH-BEAST

14 This boss is easier than he looks, just use full power X-Buster on the top section, take Accelerated Leaps between him as he approaches and stay tightly in the top left corner when he charges up a Spark Ball.

FINAL LEVEL

SIGMA DOG

15 Use normal shot X-Buster and try to avoid him. There isn't a handy trick for this chap, but your defensive weapons – Rolling Shield and Chameleon Sting – might spare you from some hurt. Sigma Dog is faster, tougher, and better than you, frankly.

SIGMA

Beam up your X-Buster or Electric Spark (preferably the latter) and go up the left wall. Sigma will start to move in a zig-zag up the screen from wall to wall. When he jumps from your side a second time, drop down and release your beam as you pass him. Once on the ground, charge again and Sigma will start coming down. As he passes over you scale the wall and repeat the process.

SUPER SIGMA SUIT

ATTACKS: FLAME THROWER /LIGHTNING BOLT/ELECTRIC SPARK

16 I can only tell you what not to do here. The best way to hit Sigma is 17 to get onto one of his suit's clawed 'hands' and shoot him in the head. The most effective weapons to use are the Rolling Shield and your X-Buster, so forget about the others. Even when charged up, the Storm Torpedo et al are useless.

SIGMA SPIDER

Spidey is vulnerable briefly – when he comes to the bottom of the screen and his abdominal shutter opens to reveal a red 'eye'. Charge up your X-Buster to red level and shoot a bit early, anticipating the point where he will touch down. Forget Homing Missiles – they're too slow.

Stage: Sigma 2

12 You must fight Icy Penguigo, Storm Eagleed and Boomer Kuwanger in this section. Zoiks! Use the Fire Wave, Chameleon Sting and Homing Missile respectively.

SIGMA FACE

13 Use any weapon to defeat the Face. Shoot his eyes when they open (their colour gives you a clue as to how they will attack), and when the wall closes in deliver a full X-Busting broadside at the 'nose' section as you slide down past it.

The Armoury

1. X-BUSTER

There are few situations where you won't be using your X-Buster, as it has unlimited ammo. Charging it up to red level unleashes a stream of laser fire and creates a temporary shield to cover your rear.

2. SHOTGUN ICE

A good back-up weapon, momentarily freezing your enemies. It explodes into deadly ice shrapnel if you miss and hit a wall (or you can use this ricochet to hit shield-bearers). Charge it up to red level for an ice platform 'X' can ride on.

3. ELECTRIC SPARK

Slow, but powerful, It's good for taking out non-moving enemies, but not much cop in the heat of battle. At red level the Electric Spark fires two walls of electricity, both left and right.

4. ROLLING SHIELD

Slow and, although powerful, it can't cut the mustard. But it can absorb projectiles. Where it redeems itself is at red level, forming a shield around 'X', allowing him to destroy most enemies by walking into them.

5. HOMING MISSILE

Best for taking out those hard-to-reach baddies. But it can take time to find its target so it isn't suitable for any hectic situations. Charge it up to red level and release a school of robotic homing piranha (!) upon your enemies.

6. BOOMERANG CUTTER

This is completely ace for the following three reasons:

1. It can hit enemies above or below depending on how you guide it.
2. It can pick up items that 'X' himself is incapable of reaching.
3. You can unleash total screenwide massacre at red level.

7. CHAMELEON STING

Great for getting rid of flying enemies or awkwardly-situated gun turrets. Charging the Sting up to red level gives 'X' temporary invulnerability.

8. STORM TORNADO

You can't miss with the immensely powerful Storm Tornado. Charging it up to red level creates a vicious vertical cyclone that wipes out anything directly above or below.

9. FIRE WAVE

Severely limited range and a criminally short duration make this a weapon for special occasions only. However, the red level Ground Flame isn't too bad.

GAMEFREAK

SNES TECH & GAMING ANSWERS

By Jason Brookes

Don't know your Super FX from your PS-X? Or your Jaguar from your Saturn? Or do you want to know when a game is coming out? Then page the oracle. (Better known to *Super Play* readers as the Gamefreak.)

DEAR GAMEFREAK,

Q I buy *Super Play* the very day it hits the stores in the US, but every single contest you've ever held has expired by the time I've got hold of my issue. Not being able to enter the Japan trip or the Ultimate Christmas Stocking contests have been particularly heart-breaking experiences. If I subscribed, how much sooner would I get it? (I bought issue 15 on 28 January!)

A Much, much sooner. In fact, you'd probably get your copy only about a week later than UK readers. Naturally, it's more expensive than a UK subscription because of the extra postage involved, but it would be thoroughly worthwhile, and would probably work out cheaper than buying it on import, too. See page 96 for more information.

Q Do you think there is a market for an internationally-distributed Japanese games magazine printed in the English language? It could be like *Super Play*, but have one columnist from Europe, one from America, East Asia, Japan, etc.

A A brilliant idea, but it would be extremely difficult to co-ordinate.

Q I imagine *Samurai Shodown* could be squeezed to fit on the SNES, but I doubt the same could be said of the Genesis. *Samurai Shodown* could be the game that finally humiliates Sega fans once and for all. Does Takara have any immediate plans to release it?

A Ah, you see, if you'd got a subscription you wouldn't be asking me that. Because – we know, don't we readers? – *Samurai Shodown* is already on its way to the SNES and looks like being the best Takara translation yet. But, no release date has been posted in the Japanese games press.

Q Not really a question this one, more of a nitpick. I've noticed you've misspelt some Japanese game titles. Here are my corrections:
Ace Owonerare – Ace Onerae
Super Bikuri Man – Super Bikkuri Man
Kamitashino Yoru – Kamaitachi No Yoru
Rushing Beat Syura – Rushing Beat Shura (Shura means bloodshed)

A Er, thanks for that. (*Sack the translator, eh, James? – GF.*)

Q I've read about Sega's plans to release a DSP cartridge – so consumers don't have to pay for it over and over again – with games like *Virtua Fighter* and *Virtua Racing Deluxe*. Do Nintendo have any similar plans?

A Actually, Sega have changed their plans and are now releasing a much more powerful add-on for the Mega Drive called the Mega Drive 32 – this might negate the future of the SVP and the two games you've mentioned will be the first for the system. Nintendo will be releasing new FX games this year, including *Starfox II* and *Stunt Race FX*, but you won't be able to buy the Super FX chip separately in any form.

Q With all the new *Castlevania* games coming out why aren't SNES owners getting a new one?

A The latest rumour suggests that we are. Apparently, Konami will have *Castlevania V* for the SNES at the Famicom Space World in August this year, and one rumour even suggests it's a Super FX game! However, Furano Jan – the main programmer of *Castlevania IV* – now works at Sega developers, Treasure, and coded the splendid *Gunstar Heroes* for the Mega Drive. Perhaps that explains why the Mega Drive version of *Castlevania* was so sad…

Shawn Bowman, Oklahoma, US.

DEAR GAMEFREAK,

Q When will *Stunt Race FX* be released and how much will it cost?

A It should be released in May in Japan, with a UK version following a couple of months later. It will probably have the same price tag as *Starfox* (ie £49.99).

Q Will the ships in *Starfox II* be different to the Arwings, and will the team be the same?

A A working version I saw contained the same Arwings, but it *was* an early version so it could change. As for the team, who knows?

Q How will Project Reality compare with Sega's Saturn and Sony's PS-X (which looks amazing, particularly with games like *Ridge Racer*)?

A The specs for Project Reality haven't been announced yet, but Nintendo would be crazy to release something that wasn't at least as powerful as both these machines.

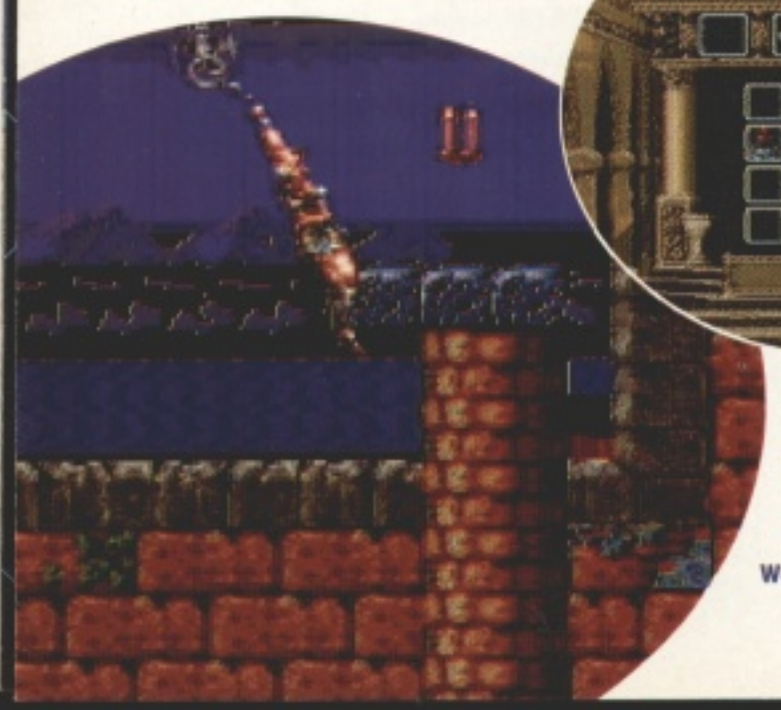
Q Will there be any Super FX chip RPGs?

A Very unlikely. The Super Famicom was apparently designed to make light work of top-down RPGs, and given the high memory size and battery back-up needed in most RPGs – a Super FX chip would be an unnecessarily expensive extravagance.

Q In *Edge* 5 there was a preview of *Powerslide* and in the intro it said it was the first of Elite's line-up of 3D SNES games. Any news on the others?

A Another driving game, *Dirt Racers* is the only other Super FX title that's been announced so far from a proposed schedule of four.

Q I think the *Super Play* team should have a big group



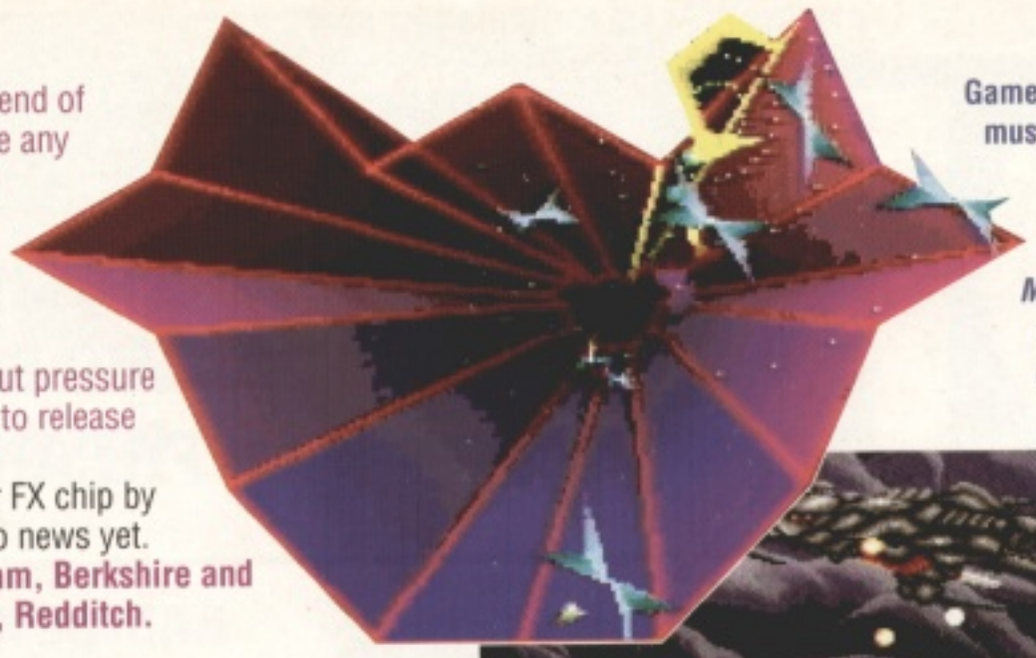
A second, and long overdue, *Castlevania* could be on its way to the SNES!

DEAR GAMEFREAK

I am writing with reference to Martin Fewell's letter in Gamefreak issue 18. I had the same problem of distorted sound when connecting my Super Famicom to my hi-fi, due to it having phono sockets only. However, by buying a 'compact disc switching unit' I solved the problem. The unit plugs into your phono sockets and you plug the SNES stereo leads into the unit which has a switch for CD and phono. When the switch is set to CD it changes the frequency line-in source to that of your SNES, giving you crystal clear sound. The units cost around £15-£30 and are found in most hi-fi shops.

Seth Eagles, North Wales.

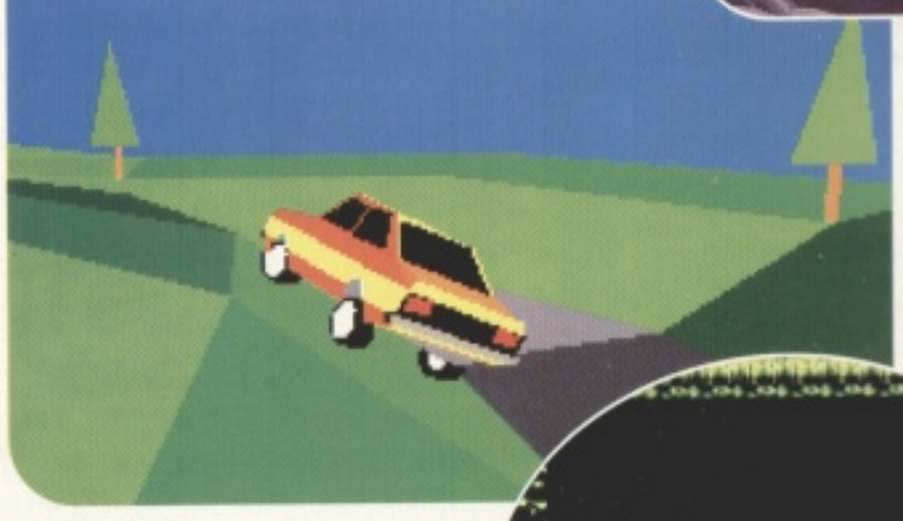
Cheers Seth, but the problem of buzzing that Martin complained about can be solved much more easily by disconnecting the ground (the outer sheath wire in the SCART lead that joins with the SNES ground wire) from the relevant pin in the SCART plug – it just depends on your TV. Give it a try.



Games with great dance music: *Tempest* on the Jaguar (left); and the official version of *Bio Metal* – resplendent with the noise of *2 Unlimited* (below).

hug, like at the end of *Aladdin*. Is there any chance of one?
A What a thoroughly bizarre request. Certainly not.
Q Would you put pressure on MicroProse to release *F1 Grand Prix*?
A On the Super FX chip by any chance? No news yet.
Simon Downham, Berkshire and Steven Bagley, Redditch.

DEAR GAMEFREAK,
Q I've got an expensive hi-fi and I sometimes connect my SNES to it. The problem is that I don't have any games with good music. I've got *Super Mario World*, *Super Mario Kart*, *Cool Spot* and *Starfox* (okay this has good sound), but I'm crazy about rave and techno (like in *Streets Of Rage 2*), so could you tell me the names of any games that this kind of music?
A *Super Adventure Island* has some reasonably smart dance tunes (particularly towards the end) by Yuzo Koshiro, the same geezer who did *Streets Of Rage 2* on the Mega Drive. Other than that, the only other games that spring to mind aren't SNES games – *Apidya* on the Amiga has the best techno I've ever heard (Stuart Campbell off *Amiga Power* agrees with me), and *Tempest 2000* on the Jaguar has pretty good techno stuff too.
Q Is *Mortal Kombat 2* coming to the SNES?
A Where exactly have you been for the last four months? Yes, Mortal Monday – 13 September – the same as last year.
Q Is the Jaguar a true 64-bit machine? If so, will the SNES CD beat it?
A SNES CD? Do you mean Project Reality, because that's cartridge-based? Anyway, to answer your question, the Jaguar is a 64-bit machine but that doesn't mean it's more powerful than a 32-bit machine. More bits is just an indication of the amount of data it can process at any one time. Custom chips are what makes a console great, and it's on this point that the Jag will face some tough competition from Saturn, PS-X, and hopefully, Project Reality. Funnily enough, there's been a rumour knocking around Japan recently that Nintendo might finally be releasing a CD-drive for the Super Famicom later in the year. Now that would be an amusing turn-around!
Q What games can we expect to see on Project Reality when it appears?
A Some details have just leaked out on the development of 64-bit Nintendo titles. The first three games to be released for the system will be *Zelda V*, a new version of *Metroid*, and unsurprisingly, *Mario 5*. *F-Zero 2* is on the drawing board, too. Can you wait for that one?
Michael Ellul, Malta.



Elite's *Powerslide* (above) uses the Super FX chip. *Super Metroid* (right) is on schedule for Project Reality.

DEAR GAMEFREAK,
Q I think I am correct in believing that the Super Multitap from Hudson Soft has a hidden use – it can act as an adaptor, enabling Japanese or American controllers to work on the European SNES. I doubt that Hudson Soft will have bothered to change the configuration between the US and UK models. This saves people from having to have a £25 conversion to their UK SNES, enabling it to have universal controller compatibility.
A Yes, as we have hinted in the past, this is true. It was possibly included to allow the wide variety of joypads (import and official) to function on the Super Multitap.
Q £55 is a lot of money to spend converting the Super NES to run at 60Hz. Does it really add to gameplay that much?
A I wouldn't go out of my way to recommend doing this to the UK machine. It would be far better to flog your UK machine and get an imported US or Japanese system. Of course, the difference in speed and graphical clarity you get through 60Hz RGB SCART is considerably better than the optimum picture obtained from a UK PAL SNES. But then gameplay isn't usually affected to a great degree, and that's what matters most. Having said that, I can't go anywhere near a UK SNES without moaning about the borders and blurry graphics. But then, that's me – I'm always moaning about something.
Q Are Capcom or Konami ever going to set up UK headquarters?
A Konami are already here on a small scale, but Capcom are looking to expand in the near future.
Q When Project Reality finally arrives, will *Super Play* be covering it?
A Yes, with a big black cloth to hide it from *GamesMaster* on the ground floor. Actually, come to think of it, I'll make sure it's in my house in front of my telly. I'll let *Super Play* borrow it occasionally, though, 'cos I'm nice like that.

DAY DREAMING

The only gaming forum free from the restraints of what is technically feasible. And only limited by your imagination. Unfortunately, this month's harvest of ideas contains a couple of rotten apples...

'My daydream is a game based on the new *Three Musketeers* film. It could be done by Konami in the style of *Sunset Riders* with horse riding sections, animated film sequences, and an 'all for one, one for all' at the end of each level. You could even have that Bryan Adams song–(*Snip – GF.*)
Yes, I think we get the general idea. Ever thought about applying to THQ for a job?

'Our idea for a game would be a mixture of shoot-'em-up, beat-'em-up, platform and RPG. You would be able to choose between two cats – Cilla or Bonnie. The plot goes like this: A toothpaste-wielding flamingo has stolen their kittens and is making them eat their own litter. The title of our game would be *The Legend Of Cilla's And Bonnie's Kittens*.'
Kev Stewart and Dave McAffery, Walkden.
Ye-eess. Am I missing something here?

'I'd like to see a Super Nintendo version of *Kid Icarus*, that great NES game from yesteryear. That's it really.'
Matthew Fleetwood, Cheshire.
You're in luck. A SNES *Kid Icarus* game will be unveiled at either the Summer CES in June, or the Winter CES next January. The game isn't set to be released until early 1995, though.

'A game I would like to see (and I can't be the only one here) is *F-Zero 2*. The only other thing that could match this would be a *36DD Bikini Babes Mud Wrestling* sim with rotoscoping.'
Dean Henshaw, Staffs.
Er, right.

'I'd love to see a platform game with a puppy dog – a Westie with a really waggy tail.'
Lisa Nicholls, Bath.
Look Lisa, you stick to the pictures, and I'll handle the words, okay?

Come on, you can do much better than this. Send them in (the good ones, that is) to Daydreaming at the Gamefreak address. But let's be sensible, eh? (Now, where did I put those *Street Fighter III* daydreams?)

GOT A PROBLEM?

Then tell the Gamefreak. He's the expert. And he's got all the answers. His address is:

Gamefreak, *Super Play*, 30 Monmouth Street, Bath BA1 2BW.

MODE 7

By Allan Brett

CALLING ALL CHEATS, CRACKERS, AND GAME-FREAKS!

It's mine, all mine, do you hear? Wah ha, ha, ha, ha! (*I'm sorry about this readers, Allan does tend to get a little carried away at times. In fact, Tony, can you carry him away now? – Ed.*) Following Dan's most regrettable ritual disembowelment last month, I have been entrusted with the safekeeping of *Super Play*'s Grand Modus Septima (in between sessions of four-player *NBA Jam* and the odd cheese and ham toastie, of course).

So if you – yes, you – have tips, cheats or even used banknotes, then send them to me, Allan Brett, at: Mode 7, *Super Play*, Future Publishing, 30 Monmouth Street, Bath BA1 2BW. You could be in with a chance of winning a stupendous *Super Play* pen – if you are lucky enough to be mentioned in these hallowed pages, that is.

GWINBEE
00:00:13
PUNCH
JUMP
Well, it's like this. The man from Konami came and took our nice preview cart away so we, er, have to use this grab again. Sorry.
PAKAPON

RAINBOW BELL ADVENTURES

(Konami) *SP*17: 70%

● **Moving on the map grid**

Well, were we right or were we right? Here's another *Rainbow Bell* cheat and it's probably not the last. Pause the action by pressing START, then press A, A, A, A, B, B, B, B, B, X, X, X, X, X, Y, Y, Y, Y, Y, L, L, L, L, L, R, R, R, R, R (That's five each of A, B, X, Y, L, R), unpause and pause again. Now you can use the D-pad to shift that little blue block wheresoe'er your heart desires.

MORTAL KOMBAT

(Acclaim) *SP*11: 81%

● **Move out of screen**

Here's a strange one that was sent in by Thomas Wash of Warwickshire. Like most of the *Mortal Kombat* tips that we've seen, it's really a bug rather than your genuine cheat.

Thomas reckons that if you perform Sonya's flip throw on the very last second of the first round, you can move out of the screen and straight on to the next round. You must make sure that Sonya's throw is still draining energy when the timer runs out, though.

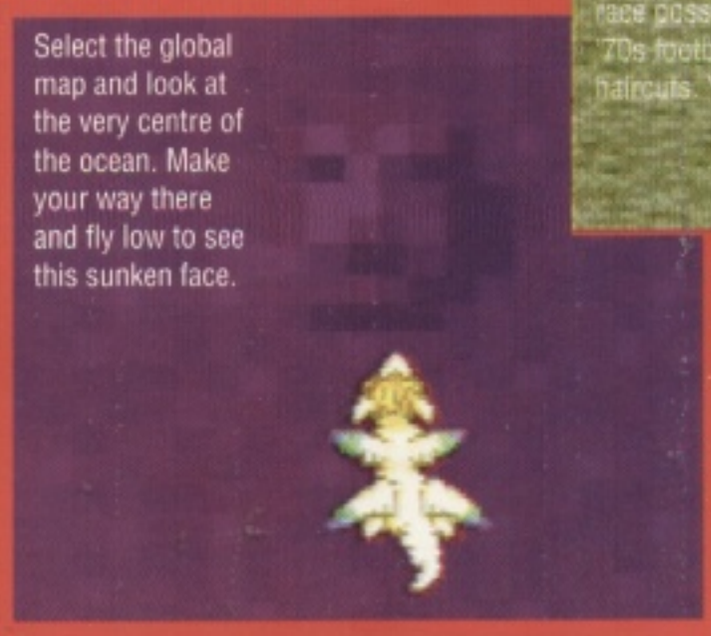
Thanks, Thomas.

That's not Sonya. (*Obviously not – she's moved off the screen, you peasant – Ed.*)

ASK ALLAN

INVALUABLE MONTHLY GAMING ADVICE

Hello, er, again. This is the section where I put on my other hat and endeavour to assist you in your darkest gaming hour, so without further ado I'll get on to your questions.



DEAR ALLAN,
Please can you tell me where Ellie Sattler's ID card is in *Jurassic Park*?
Melinda Tan,
South Australia.
ALLAN SAYS:
Well, if I remember correctly, you'll find her card on the boat. Once you have it you should take it to the Visitors Centre. Does that help you?

DEAR ALLAN,
Is it true that there is a cheat on *Dead Dance* (*Tuff E Nuff*) which allows you to be the bosses?
Luke Potter, Hayle.
ALLAN SAYS:
Yes there is me old mate. What you have to do is press: LEFT, LEFT, LEFT, RIGHT, RIGHT, RIGHT, LEFT, LEFT, LEFT, LEFT, LEFT, LEFT, LEFT.

If the cheat has worked you'll hear an explosion and you can then choose a boss on the character select screen, using the bar below the normal characters.

DEAR ALLAN,
Could you tell me where the Midge Mallet is found in *Secret Of Mana*? Also, I have found a small face in the ocean just west of the Ice Country and north of Northtown. Do you know what it does?
Gene Ruston, Wilmslow, Cheshire.
ALLAN SAYS:
The Midge Mallet is found in the Dwarf Village: after you have defeated the thieves and their robot Kilroy, go and see the Dwarf Elder standing in the centre of the Village. As for your other question, I've examined it and I can't figure out why it's there or what it does. Can anybody solve this peculiar mystery?

(*Yes, we can. The faces are a sort of 'trademark' in Square RPGs – you'll also see one on the Moon's surface in* Final Fantasy II, *and in the forthcoming* FFIII. *We haven't checked on every game in the series, but we're sure you'll find them. They don't serve any other purpose,*

NBA JAM

Yes, it's hard to believe these fit, healthy-looking people aren't real NBA athletes.

(Acclaim) *SP*17: 87%

- **Hidden characters**
- **Speed 'juice' code**
- **Password cheats**
- **Lying git?**

(Well what do we have here? Could it be? Yes, it's the secret player cheat and I think I'm going to faint because it's so fresh and minty. Not only can you play as President and Vice-President, but characters such as Mark Turmell, Midway's *NBA Jam* designer, also puts in an appearance. Select YES to enter your initials and input the first two letters of the following codes. (Place the cursor over the third letter, but don't enter it normally. Instead hold down L, R and START and press X or A accordingly.)

BILL CLINTON: Enter ARK and hold L, R, START and press X.

AL GORE: Enter NET and hold L, R, START and press A.

AIR DOG: Enter AIR on initials screen and hold L, R, START and press X.

TURMELL: Enter MJT and hold L, R, START and press A.

DIVITA: Enter SAL and hold L, R, START and press X.

RIVETT: Enter RJR and hold L, R, START and press X.

CHOW-CHOW: Enter CAR and hold L, R, START and press X.

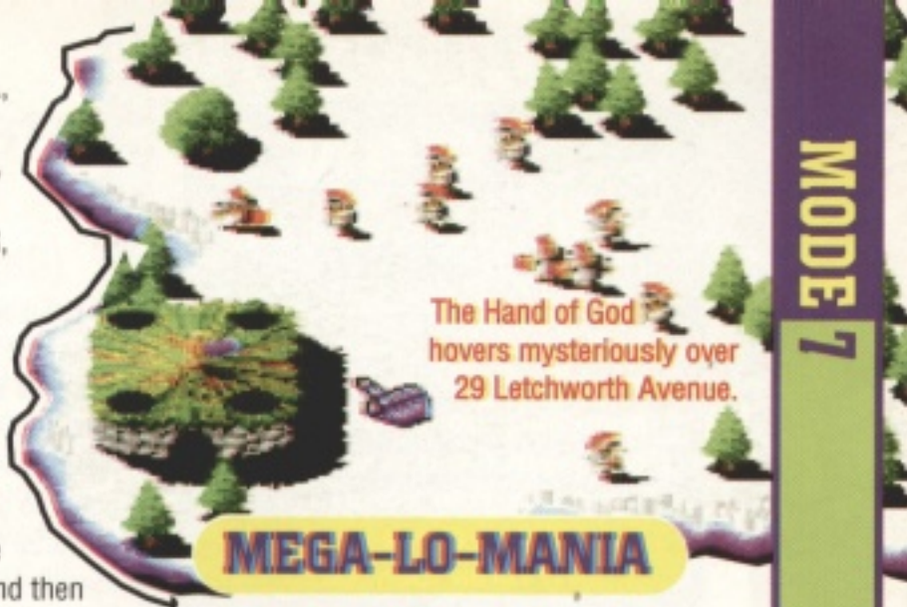
A juice code also exists, although I had trouble getting it to work. What you must do is press any button 13 times on the TONIGHT'S MATCH UP screen and then hold B and X until the court appears. The word 'JUICE' should flash on the screen, heralding a high speed match. See if you have any luck with it. Unfortunately, it's rumoured that certain arcade cheats (like the Tank Game and the Big Head trick) have been deleted from console versions.

Want a massive head-start in completing the game? Then heed the words of Gareth Davies from Sunderland, who has investigated his options and discovered some built-in password cheats. Enter one of the following initial codes and its corresponding password and you'll be given a high rank, several teams beaten and a winning streak of up to 242 matches. Yep, that's cool.

INITIAL	PASSWORD
ONE	11111111111111
TWO	11111111111111
SIX	15151515151515

Finally, Oliver 'Baz' Barrett of Carlisle reckons that by pressing any button on the TONIGHT'S MATCH UP screen, then holding A and B until the tip-off, you'll get a little box in the bottom corner telling you the percentage chance of scoring from a shot at any time. We couldn't get this to work at all, but perhaps somebody else will confirm its virtue. His integrity is on the rocks, frankly.

It doesn't make much difference on court, 'although Clinton's gut is quite prominent.



The Hand of God hovers mysteriously over 29 Letchworth Avenue.

MEGA-LO-MANIA

(Imagineer) *SP*19: 81%

- **Level codes**

This strategy game gets very hard very quickly, so we're happy to present you with a few epoch passwords to help you on your way. If you're really having a bit of trouble developing fast enough, you might like to practice with the Action Replay code 7EE8D95A: this will give you infinite little people to play with.

4JYDCGGBFXXBF	VGND32FBFSJBT
Y3LCP2B5PXBQ	KFHCYHSB1JBBP
NTLBRCXB33XBH	5CXFFSXBN2JBF
2PYDYHWBFXXB5	L2SCMXNBXYXBW
M6VBPPBYKBBT	HRWFKSXB53QBT
WPPF1KQB11JBR	SHSC112BW1XBS

though. Sad? Maybe. But not as sad as playing speed Mana, eh Allan? – Zy.)

DEAR ALLAN,
On *Zelda 3* I can't get into the dungeon containing the fifth crystal. Please tell me how to do it.
Stephen Pencil,
Pimlico, South Wales.
ALLAN SAYS:
To enter the fifth dungeon you need the Titan's Mitt, which you should have found in dungeon 4. Go to the entrance to the Pond of Happiness in Lake Hyrule and lift the dark stone to reveal a tile which takes you to Dark World and the entrance of dungeon 5. (*Time to reprint our player's guide from issues 2 and 3? – Ed.*)

DEAR ALLAN,
Have you got any cheats for *Axelay*? Possibly a level select.
Ryan Rickard, Cornwall.
ALLAN SAYS:
One level select coming right up! Oh dear I seem to have mislaid it somewhere, so I'm afraid you'll have to make do with an infinite lives cheat instead. Pause the game, unpause and then pause again, now press: SELECT, UP, DOWN, LEFT, RIGHT, Y, B, X, A.

DEAR ALLAN:
I have heard that there are some levels hidden at the back of Bowser's Castle in *Super Mario World* – is this true? And if it is, how do I get to them?
James Ellis, Rhyl.
ALLAN SAYS:
I think someone's been pulling your leg, unless they were referring to the back door or the sections of Donut Plains and Chocolate Island which you can see on the cliffs around the Valley of Bowser.

DEAR ALLAN,
I have reached the final boss in *Cybernator*, but I just can't finish it off. I need a cheat, but not the one for infinite continues, because I can't get that one to work.
Somebody called Richard with messy handwriting from Sheffield.
ALLAN SAYS:
This one is as old as the hills but it will help. Do the first level without shooting anything except the boss and when you start level 2 you will have a smart napalm weapon at your disposal.

DEAR ALLAN:
How do I kill the very last boss on *Super Adventure Island*? When it turns into a pink blob it keeps squashing me if the music stops.
Christopher Beddoe, West Bromwich.
ALLAN SAYS:
What you must do is trick him into smashing a hole in the floor in the same place three times. Quite simple really, don't you think?

Oh my God, they've found me. I don't know how, but they've found me. Back from the depths of Hell to pollute my column, it's the...

LOST SOULS (AAAAARRRGGHH)
DEAR ALLAN,
In *Lagoon*, I am stuck in the Ice Castle, trapped by a big rolling ball that's surrounded by six towers shooting stuff all over the place. Help me!
Simon Tomlinson, Sheffield.
ALLAN SAYS:
I have never played *Lagoon*, so I can't help, but maybe someone out there could share their *Lagoon*-related wisdom with you. Oh, congratulations by the way!

DEAR ALLAN,
In *Legend Of The Mystical Ninja 2*, where can I find the golden glove and what does it do? Also, what does the flute do, and why are some of the villagers brandishing Konami signs?
ALLAN SAYS:
I think the flute (found in the Lantern Village) allows access to the red devil icons found in the Fairground Isle, which in turn lets you enter the highly secret special stage I told you about in my guide, but I'm not sure. As for your other two problems, we'll have to wait and see if any of you out there can help.

ONE FINAL WORD

You have sent me some superb times for *Secret Of Mana*, but I guarantee that by next issue I will have set a new record. You have been warned.

SEND YOUR LETTERS TO:
Ask Allan, *Super Play*, Future Publishing, 30 Monmouth St, Bath, Avon BA1 2BW.

ACTION REPLAY CODES

Looks like you all read issue 18, because several of you sent in the code to fight on a plain background on *SFII* – and great fun it is too, not knowing your status for sure. What about one for *SFII Turbo* then, eh?

STREET FIGHTER II
7E00BF13 – No energy bars
7E00BF14 – Fight in the dark with no energy bars

MORTAL KOMBAT
7E02C103 – Will let you control the reptile

MR NUTZ
7E006000 – Makes you float

TMNT TOURNAMENT FIGHTERS
7E1ACE08 – Player 1 controls Karai
7E1ACE0A – Player 1 controls Ratking
7E1B1E0B – Player 2 controls Karai

ZOMBIES ATE MY NEIGHBORS
7E1D1E99 – Infinite skeleton keys

SUPER MARIO WORLD
7E0042FF – All stats disappear (just like the *SFII* code above)
7E0086FF – All the stages have an icy floor

FATAL FURY 2
7E007402 – Player 1 is always in away strip
7E007A02 – Player 2 is always in away strip

STREET FIGHTER II TURBO

(Capcom) *SP*11: 96%

● **The egg-beater**

'What the hell is that?' I hear you cry. Well, the egg-beater is the guaranteed re-dizzy technique. Using Ken, jump away and use a hard punch just as you are about to go out of range, then unleash a powerful hurricane kick. Because the hurricane kick is travelling backwards, the poor sucker on the receiving end is thrust back and forth and by the time the kick has finished, your opponent will be reeling and you can do it again.

Unfortunately, you can't do this on the Japanese version, apparently, because the Japanese don't like the technique and it was omitted from all their copies. Fortunately, the Americans seem to like it and you'll find it included in US and UK copies too.

We have a Jap cart, so this is a set-up. A trick. A lie. A visual deceit. A porky, if you will.

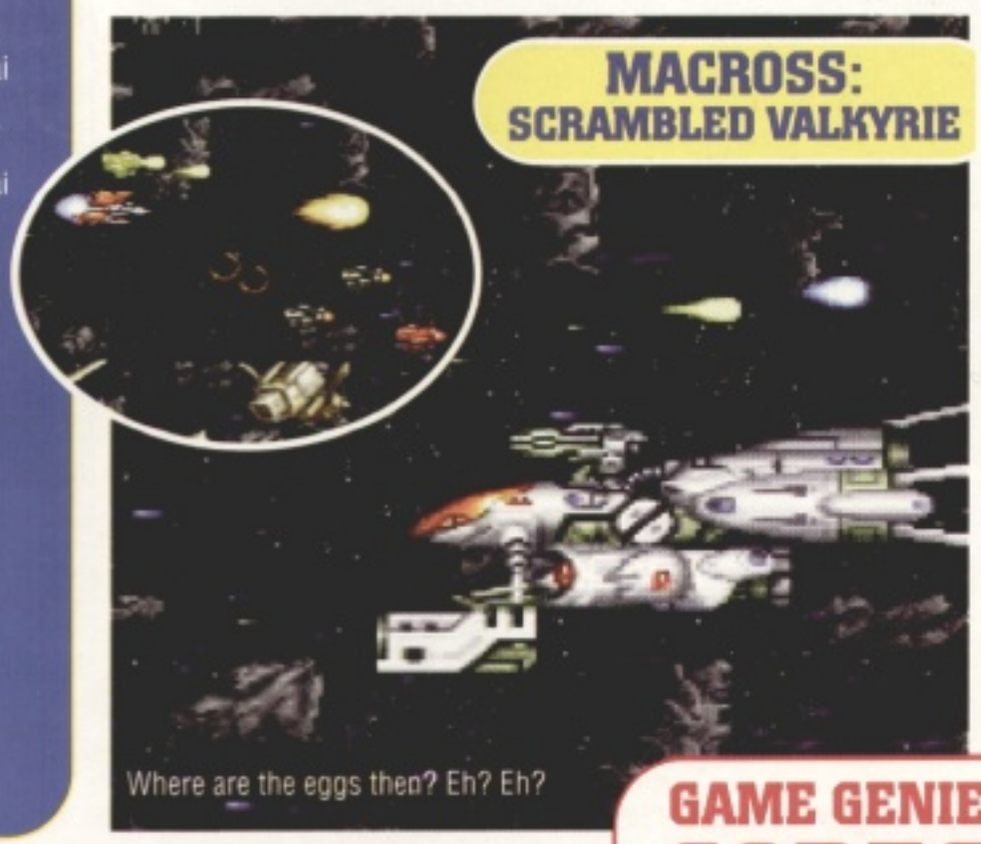
MACROSS: SCRAMBLED VALKYRIE

(Zamuse) *SP*15: 87%

● **Oh, alright**

'All we haven't managed to figure out is why your ship goes all yellow if you stop firing.' A minor caption by the late, great Jonathan Davies (last seen stroking a white cat and looking master-villainish behind an oak desk in *Amiga Power*). Fairly innocuous too, but several of you have rushed to explain the enigma. Basically, it's possible to pick up a drone ship from the oncoming waves by touching it with the yellow aura that engulfs your transforming battlecraft. It only works with smaller enemies, but they have various attack patterns. The top of the screen displays the name of the robot fighting on your side.

Thanks to Mr Tak Cheung, and many others, for clearing that up. And talking of mobile suits, if you play *Mystical Ninja 2* with the robot character, then try holding down Y + A on the sequence where you drop into the Mecha-Goeman. Your chair will drop off the bottom of the screen, mysteriously.



Where are the eggs then? Eh? Eh?

We spent hours getting this grab. Really.

You know that man from Konami? Well, before we could get screenshots of the tip actually working he – oh, it hasn't been our month.

TURTLES TOURNAMENT FIGHTERS

(Konami) *SP*15: 90%

● **Control the bosses**

We've only tried this out on a preview version supplied by Konami, so let us know if it works for you (and feel free to curse our forefathers if it doesn't). On the title screen, use controller 2 to enter the code X, UP, Y, LEFT, B, DOWN, A, RIGHT, X, UP. Go to the FIGHTER SELECT screen and put Leo and Shredder in 1P Vs 2P respectively. Now move the selection icons up into the top left-hand corner of the screen and you should see Karai and Ratking appear in their places. That's the theory, anyway...

GAME GENIE CODES

Unfortunately, the Game Genie code section is really suffering against the Action Replay, with many of you opting to buy Datel's add-on. Will things change? We can only wait and see.

MORTAL KOMBAT
6DB83D67 – Always get a flawless bonus
C980CB94 – Infinite time
CB6AAF64 + D16A47DF – Almost always fight at the bottom of the pit

MICKEY'S MAGICAL QUEST
C2E5D462 – Virtually invincible

STREET FIGHTER II
B229A7A7 – Infinite hit range
1C65DF00 – Play at turbo speed

Come on you lot, we want more codes! So get hacking and send them in to: Game Genie codes, Mode 7, *Super Play*, Future Publishing, 30 Monmouth Street, Bath, Avon BA1 2BW.

ROCK 'N' ROLL RACING

(Interplay) *SP*12: 88%

● **Control the bosses**

Mark Bridgett from Newcastle-upon-Tyne has been beavering away to bring you the full list of passwords below for this racing smash-'em-up.

Veteran level:	Warrior level:
M4QW T4F5 WJWN	23MR T5T9 WQPM
BXVO QNF3 WJO6	HBYR 76TC RSPM
596O QTH1 O56M	SMNR MMRC 7JFN
2MVO TLFB VGJT	NBNR R8TM 7!2P
RTGW RNFJ QJRP	PJ4R RRTM 7!YO
O71W QPCT QGTR	DFCR T8RM 7121
725W MOF5 QGTT	CBBR SPQW !2K1
BRXW R!C5 8J8Q	LMLR R4S4 92JJ
T33W KND1 8J8Q	B6QR J6Q4 92J!
G8DW QTD1 8KY5	M4FW R3B1 Z!K!

SECRET OF MANA

(Square Soft) *SP*15: 94%

- **Ninth weapon orbs**
- **Fly backwards on the dragon**

Yes, It's true that a ninth weapon orb exists for each weapon. Search the Mana fortress for a while and they will slowly appear. These are the transformations you can expect after reforging:

Glove becomes **Aura Glove**
Sword becomes **Mana Sword**
Axe becomes **Doom Axe**
Spear becomes **Daedalus Lance**
Whip becomes **Gigas Whip**
Bow becomes **Garuda Buster**
Boomerang becomes **Ninja's Trump**
Javelin becomes **Valkyrian**

Try this tip out too: it's nothing special, but it's good for a laugh. Go somewhere where there are Owls and let them cast Silence spells on you. Now call the Flammie Dragon and gasp in amazement as you fly around backwards upon your intoxicated steed. I found this one, by the way.

FATAL FURY 2

(Takara) *SP*19: 79%

- **Control the bosses**

I'm not bothered what anyone says, I think this game is pretty ace and James Ryder has found a tip to control the bosses. When the Takara logo appears and the music starts, press B, A, X, Y, UP, LEFT, DOWN, RIGHT, L, R. Make sure you finish it before the logo disappears. If the tip has worked you will hear Terry Bogard say 'OK!' and all of those bosses – Billy Kane, Axel Hawk, Laurence Blood and Wolfgang Krauser – can be used at your leisure. Check out the quarterstaff on that Kane fellow. Or the sword on that Blood fellow. Or the leotard on that Brian Glover fellow.

The deadly cross-your-heart bra. (*Eh? – Ed.*)

No wobbly bits in this screenshot– phew!

Who looks old enough to buy the fags and beer, then?

Below: Now *there's* something you don't see every day. Or, indeed, ever.

REN & STIMPY: VEEDIOTS

(THQ) *SP*12: 47%

- **Stage select**

'Steempy, why is dees veedio game less fun than your leeter tray?' When the title screen appears you should watch for the word 'Veediots' to start forming. On this cue, press L, R, A, L, R, L, B, R, X. The words 'PRESS START' will now be replaced with the number 01. Press the SELECT button to advance this number until it registers the stage on which you wish to play, then press START to go straight into that part of the game. Happy, happy, joy, and, to a lesser extent, joy.

By the way, rumours from the States suggest that THQ are parting company with Malibu Comics to concentrate on 'other projects'. Oh no, look out!

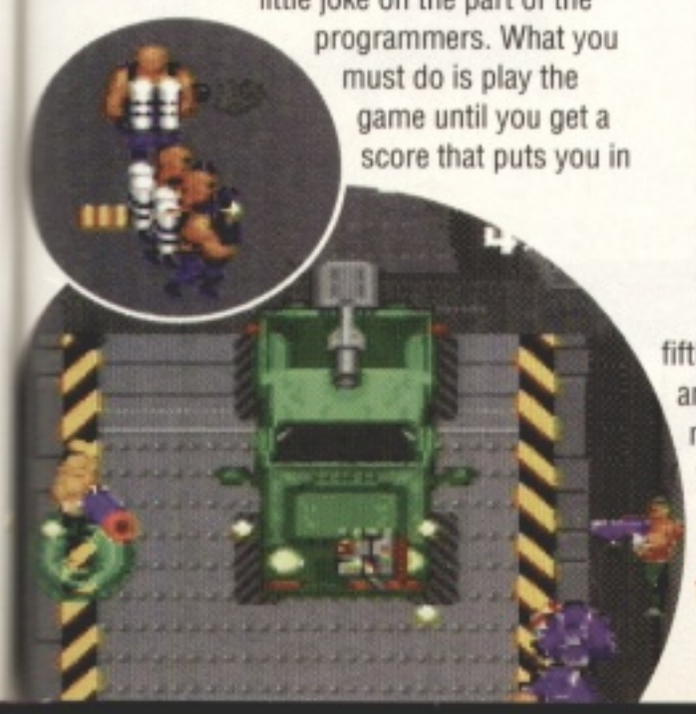
I've never really liked chihuahua's, they aren't *proper* dogs. But this game is.

TOTAL CARNAGE

(THQ/Malibu) *SP*14: 63%

- **Access arcade voices**

This is an odd one and no mistake. We're used to seeing old bits of junk code cropping up on game cart chips – unused sprites, redundant background screens and the like – but this seems to be a deliberate little joke on the part of the programmers. What you must do is play the game until you get a score that puts you in fifth position on the high score list. Die and do not continue. Now, enter your name as 'YAWDIM'. Press RIGHT and you'll get a bizarre school blackboard screen by the Black Pearl team. Press Y, B, X or A and you'll hear some secret voices from the arcade version of the game that didn't make it into this 'conversion' (I use the term loosely – anyone who's played the arcade *Total Carnage* will know why). Curious.



Above: Two fit men. Left: A big shiny tank. (*Thanks, Lisa – Sue.*)

TOP THREE MOST WANTED TIPS

Yes that's right, we want you to tell us how to make these tips work. They have all come from various reliable sources, so they do exist.

1) ***NBA Jam***: Word reaches me that there are many more hidden players in this smart dunk-'em-up. One of these hidden players is none other than Rayden of *Mortal Kombat* fame, who can teleport to the other end of the court (!) You can also play as an old granny, or some bloke by the name of Jordan...

2) ***Secret Of Mana***: If you look in the instruction book you may notice that on a couple of screenshots all of the characters are standing in Potos Village with literally hundreds of hit points, which is impossible if you play the game normally. But maybe one of you can help by exposing this well-hidden cheat?

3) ***Super Puyo Puyo***: We know that a couple of hidden option screens exist for this game. We want to know how to reach them. And don't complain that you haven't bought it yet – in two-player mode this is the most competitive puzzler we've ever reviewed, so rush out and buy it now.

THAT'S ALL FOLKS!

Do you have a tip? Do you want it to appear in the greatest tips column ever? Then send it to me by either carrier pigeon, slingshot, or cruise missile. (*Most people find that a stamp and an envelope suffice, Allan – Ed.*) Mode 7, *Super Play*, 30 Monmouth Street, Bath BA1 2BW.

Tough, sexy...

...packing more muscle than Arnie, Samus is the heroine of Nintendo's latest smash hit, *Super Metroid*. If you want to see the exclusive report on this red-hot title, you'll have to buy Total! Simple enough for you?

TOTAL!

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BUY 2, SAVE £1!

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Play American and Japanese carts on your UK Super Nintendo (and, for that matter, your UK carts on Japanese or American machines). How? By using a Universal Adaptor, of course. We're offering you this useful piece of kit at only... **£16.99**

SAVE £3!

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Want to enhance your games playing skills without lifting a finger? Well, you've come to the right place. *Super Play* is offering you the chance to buy this Competition Pro Pad, which features auto and turbo fire, a slow motion selector and an eight-way superswitch. Hurrah! It's an essential buy if you want to keep beating your mates. And – yes! – we're offering it to you at the amazingly low price of... **£16.99**

SAVE £5!

PRO ACTION REPLAY

Turn to Mode 7 on page 74 right now, find the Action Replay codes box and see what you're missing out on, if you don't get hold of a Pro Action Replay, that is. You can get infinite lives, infinite continues, invincibility, or find loads more codes for yourself, with this excellent cart. It can be yours for only... **£44.99**

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Please send me (tick appropriate boxes):

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PLAY BACK

HYPER EXCITING READER'S VOICE

This month in Playback: sick and tired of *Street Fighter II*; overseas blues; what's wrong with violence?; oops, we made a mistake (*Impossible – The readers*); why aren't there more rib-tickling games for the SNES?; and will Lisa marry her number one fan?

'DO ONE BETTER'

I'm writing on behalf of me and all those other *Street Fighter* fans who are sick and tired of Capcom just bringing out more and more remixes of *Street Fighter II*.

I can understand Capcom releasing *Champion Edition* and maybe even *Turbo*. But they should have left it at that. But no, Capcom had to do one better and bring out *Super Street Fighter II*, and it came as no surprise to me when I heard about the launch of *Super Street Fighter II Turbo* (*Or 'X' as it is officially known – Ed*).

When will Capcom realise enough is enough and release *Street Fighter III*? (But then we will probably have to go through the same procedure all over again.)

Yours faithfully,
Jim Lightfoot,
Edgbaston, Birmingham.

We too think Capcom are being a touch naughty in their handling of the *Street Fighter* phenomenon recently. The theory is that the creative process at Capcom is constantly revolving and ideas which aren't strong enough to be put toward *SFIII* have to be used somewhere. The logical progression is to update, evolve and hone a game until it's perfect. But we agree, Jim. Capcom do appear to be milking it a bit.

'THE SOFTWARE DROP'

I'll get straight to the point – that is Nintendo. What on Earth are they doing at the moment? I looked in What Cart? and saw the last game Nintendo released for the SNES was *Starfox*, reviewed nearly a year ago. Since then, the only thing they have brought out is *Super Mario All Stars*, which although quite good, contained all old games. I read your section on the CES, hoping to find some good new games coming out, and basically all I found was barely three pages of sad games. Since Nintendo released the original few games with the launch of the SNES (*Mario 4*, *F-Zero*, *Zelda* etc), it seems they have almost forgotten about it. Where are the sure classics, like *F-Zero 2*, *Mario Kart 2*, *Zelda 4* etc? And it's not just Nintendo. All the other companies seem to be doing nothing as well. What the hell is going on? Is there a big release planned, because that would explain the software drop.

I think Nintendo should buck their ideas up, or they are bound to

THE SUPER PLAY INTERESTING-O-METER

Write about anything that's not hot and it's binned.

HOT

- Cheap carts
- People called Lisa
- Hey Lisa, stop mucking about
- Would you buy *Super Street Fighter II Turbo*?

NOT

- Anything to do with *Secret Of Mana* (again)
- Lisa making unannounced comments in the magazine
- Blood in *Mortal* flaming *Kombat*

ENVELOPE ART!

We've had sack-loads of envelope art this month, which made it difficult to choose our favourites. But we have, and here they are – a particularly splendid bunch too. If you want to be in with a chance of winning a fab *Super Play* T-shirt, then send your creation to: Envelope Art, *Super Play*, Future Publishing, 30 Monmouth Street, Bath, Avon BA1 2BW.

Scott Priddy (last month's T-shirt winner!) from Bristol sent in this very colourful Nirkum from *Tetris Battle Gaiden*.

3x3 Eyes from Jeremy Charleston of Wrexham, Clwyd.

lose their reputation and game players to Sega, who are a worse company, but don't seem to ignore their machines.

Yours faithfully,
James Leaver,
Hassocks, W Sussex.

This month's cover game is an official Ninty release; they're personally bringing Square Soft's *Secret Of Mana* to this country; and *Stunt Race FX* is almost with us. Here's somebody who disagrees with you entirely. Hooray for heated and varied debate.

'BUT IN SECRET'

I am writing in reply to my letter about the lack of attention by Nintendo. I take back everything I said. After going into my local games store, and finding games like *Zombies* at a mere £20, looking at the line-up of new Super FX games, and the stunning demo pictures of Project Reality, Nintendo have re-established their position as the world's leading software and hardware manufacturers, in my opinion. As I suspected, all the time nothing appeared to be going on, a lot was – but in secret.

Yours faithfully,
James Leaver,
Hassocks, W Sussex.

Thanks, James, for putting, er, James in his place. However, we're dubious about the 'demo' pics of Project Reality appearing recently. They were all produced on huge £10,000 Silicon Graphics work-stations, and we've yet to see any evidence of the proposed hardware.

'HERO SHIGERU 'MARIO' MIYAMOTO'

I have just been reading all about Project Reality, and I was initially delighted to see a piece in your magazine about that unlikely hero, Shigeru 'Mario' Miyamoto. However, during the course of your interview with him, he hinted that he was working on a sequel to *Pilot Wings* on Nintendo's forthcoming super-console. All well and good for the future, but doesn't this mean we'll never be seeing one on the Super NES?

If all the top developers at Nintendo in Japan are working on software for Project Reality, it looks bleak for those of us who want some decent games now on our 16-bit machines. Nintendo's profits may be committed to developing the new technology, but I think they should remember just who made them all that capital to invest.

Lawrence McGill,
Leamington Spa, Warks.

Firstly, Project Reality is still a long way off. In the absence of hard facts, many journalists have made unsubstantiated claims about the software it will run: quite honestly, couldn't *anybody* have guessed that we'd see new *Mario* and *Zelda* games? Any developments on the software side will be sketchy, so we don't think you need to worry about Shigs being overworked. Secondly, our cover game this month was designed by R&D1 – Nintendo's top design team – so rest assured, we're not being neglected.

'DEAR LISA NICHOLLS...'

What is a girl like you doing on a console magazine when you should be walking the catwalks of New York, London and Paris as a top fashion supermodel? Your hair shines like the sun on a hot Summer's day, your eyes sparkle like the stars in the night sky and your lips are as red and soft as a rose petal. You are so beautiful and I want to marry you, so the big question is...

Please, please, please, please will you marry me?

Yours sincerely,
Steve Grant, Clapham, London.

Lisa replies: 'Get lost, creep.'

'GETTING WORSE ALMOST DAILY'

Almost since the dawn of time people have been complaining about how long Super Nintendo games take to appear in their country, and how much they cost when they eventually show up. Spare a thought for us poor Aussies, though – our situation is much worse than England's, and getting worse almost daily.

Super Play's February issue has only just come out here. This isn't as bad as it may seem – the games take almost as long to appear on Australian shelves. (And considering that the Australian SNES can take English PAL cartridges without an adaptor, this wait is unacceptable.)

Mattel used to handle the distribution of all Nintendo hardware down here, as well as Nintendo's own software. When *Super Mario All Stars* came out, the recommended retail price was $160 (about £70), but some stores were charging $185 (£81) for it! However, most Nintendo software is around $100 (£44). Smaller retailers got fed up with Mattel, and are importing software from Britain... including from Nintendo UK! (I myself have a UK copy of *Zombies*, which still isn't officially here.)

Since then, Nintendo of Australia was established to handle distribution in Australia and New Zealand, and the big N has made a dedicated push to rein in Sega. (For example, the Japanese *Super Mario Kart* advert you mentioned a few issues back has been dubbed into English and is receiving heavy exposure on television here.)

However, the straw that breaks the camel's back is the Australian Federal Government's recent decision to classify games (including coin-ops) the same way that films and videos are rated. This means that each game will be submitted to the Film and Literature Classification Board before release, delaying shipments even more! The legislation has not yet taken effect, but its ramifications are already being felt at arcades around the country.

Super Nintendo owners in Britain are definitely a mob of whinging Poms, but we've got it a hell of a lot worse.

Yours sincerely,
Derek Nielsen,
Toowong, Australia.

You've certainly got a good point. Obviously, some guidelines must exist about software, but if

Genma the panda from *Ranma 1/2* was drawn by Matthew Fitzsimmons of Catford, London.

Above: Jon-One, from Northumberland fancies his chances as a graffiti artist.
Left: Anon, from Lewisham, London sent in this girl with a big gun.

WINNER!

Another scene from *3x3 Eyes* comes from Dean Butler of London.

they're too extreme, people will stop enjoying consoles as a hobby. Australiadoes have a great many legal 'requirements' and they're not anti-Nintendo games, just concerned with manifold legislation. Whatever that means.

'MAY I SUGGEST'

I am writing concerning the predicament that Martin Hill had last month (issue 19). May I suggest going to the popular computer chain Future Zone. They sell extension cables for about a fiver. I hope I have solved your problem.
Yours sincerely,
Danny Hodgkiss, Leicester.
It enriches our lives to pass on such gems. After all, where one suffers audibly, many more do so in silence. Morrissey said that.

'I'M AN RPG ADDICT'

I read your article on adaptors (latest issue) with great interest. I own a UK SNES and use a Datel Universal Adaptor (expert version) for my import games. I'm an RPG addict and haven't had any problems in the past, even with *Secret Of Mana* – until *Lufia*. The game runs, but won't save, something you won't find out for 30-45 minutes, as it takes that long for you to reach the first save position opportunity.

My importer checked the game for faults, but it worked on a US machine. They have changed the game for me, but I really would like to play this game. I wrote to Datel to see if they had an adaptor that would run the game properly – but, as yet, have had no reply.

Can you tell me which adaptor you used to review the game – or do you use a US machine? Or, if anyone out there has played *Mana* on a UK machine, please let me know which adaptor works!
Yours hopefully,
Cheryl Barnes,
Hemel Hempstead, Herts.
We do use a US SNES to play *Mana*, and we're still looking for an adaptor which lets the game run on a UK machine. Lewis Logaridis, our techy man is working on the problem right now, too. If anyone out there knows, please tell us and we'll send you a prize or something (if you're right, that is). Until then, Cheryl, er, sorry.

'I LOOKED A LITTLE CLOSER'

Having read the review for *NHL Stanley Cup*, I turned to the Chart Throb page to see if it got a mention in any of the import charts, and it had, along with the screenshot. Hold on! Something's wrong! I looked a little closer to see that *Stanley Cup* is now football and not hockey. You'd called it *NFL Stanley Cup*, twice even.

Is this a misprint or is it that you don't know your slapshot from your touchdown? Come on you lot, don't you like ice hockey or something? You've already angered ice hockey fans with your review of *Super Slap Shot*.
See you at the face-off hockey fans,
Damian Jordan, Hyde, Tameside.
PS Six, including goalie. Can I have Lake Michigan?
Angering ice hockey fans isn't what we set out to do. OK, we made a tiny error about *Stanley Cup*. Please forgive us, and thanks for pointing it out.

Yes. You own Lake Michigan. Now let's see you try and collect it.

'I WOULD DARE TO SAY'

I've just bought issue 18 of *Super Play* (for which we Lusus have to wait till the 20th of the month or so). In Playback, I read Steve Lee's 'I hate Nintendo' and I would dare to say that you Brits don't know what suffering is. I know waiting more than six months to buy a game isn't easy, but I'm not an expert on Japanese, so I have to wait for the English translation, and then wait for the Portuguese importer to bring the titles into the country.

For example, *Street Fighter II* was released after you lucky chums were playing the *Turbo* edition (which of course, hasn't arrived here yet). The choice factor is another big problem. While the Japanese can choose from a huge amount of titles, you only have about 300? But we can choose from only 30 carts. And the Portuguese average wage is around £290. A SNES with *Super Mario World* costs about £155, and each cart (old ones) costs £55-£60. And escudo are weakening against the pound (forget about the yen!).
Yours despairingly,
Pedro Pinto, Lisbon, Portugal.
Didn't we just have a letter like this from Australia? Anyway, it seems that SNESing in other countries (apart from Japan and the US) is a tough prospect. If you live overseas and it's tricky/expensive getting hold of SNES carts, please let us know, and we'll do a world map thing with prices and stuff. It'll look nice, if nothing else.

'THE MEDIA HAS BLOWN UP'

I am writing to express my views on something which is really getting on my nerves.
Technophobia, or as it should be called 'computerphobia'. I have a SNES which I enjoy playing, especially games such as *Street Fighter II*. However, the media have made people believe that if I don't turn into a raving psychopath and start trying to kill people, I'm going to die from an epileptic fit. I've been playing games since I was five, and I'm now 16, and I haven't had the urge to go and try and do a special move or something on anybody, nor have I ever had a fit. The media has blown up what can only be called an epidemic of computerphobia simply because they thought they could make a bit of money out of it.

I think it's about time people knew the truth about computer games – that they are a form of ENTERTAINMENT, just like television or radio, not some child-killing machines.
Yours sincerely,
Richard Murrills,
Barnehurst, Kent.
The vast majority of, er, everybody would agree with you. But, of course, if anyone decides to 'prove' a link between gaming and real violence, they can always make it sound convincing. And what if certain people really are influenced adversely by games? One in a thousand would be enough to be a worry. I don't think it's the case, because people have been exceptionally violent to each other since the dawn of time.

'IT ALL STARTED...'

I feel that I must complain about the recent outburst against violence in video games and the multi-media format in general.

It all started when the red pixels in *Mortal Kombat* splashed onto our screens. Sega introduced their rating system, which was a reasonable step, as they are much more liberal with their games than Nintendo.

Then there was the incident with two 10-year-olds supposedly murdering a toddler, which resulted in the finger being pointed at the film industry for the outbreaks in violence.

This year saw 'Monitor Man and his ratings, which is again a reasonable step, as it gives parents a guide to the contents

'HIGHLIGHTS'

Many thanks for the subscription letter – it adds a little bit of spice to the monthly read! To add yet more flavour to your near-perfect magazine, in my opinion the resurrection of the Golden Bee Awards would be a good idea.
Harry Picken, Leeds.
You're in luck, the Golden Bee Awards will appear in issue 21.

I'd also like to tell you that, roughly translated, 'Guyver' means 'out of control', so now you know.
Robert Taylor,
Worthing, West Sussex.
Thank you. It's always nice to learn the odd word of Japanese.

If Nintendo want to stamp out grey imports and the use of adaptors, then why don't they release games at the same time all around the world?
Michael Cronchey,
Newbury, Berks.
What a good idea. Somebody really should tell Nintendo...

Why is there only one football management game on the SNES? This genre sold by the bucket-load on the old 8-bits.
Yunek Yurp, Powys.
Because the lack of a keyboard makes it tricky. Of course, the mouse does simplify things.

You've all been working really hard. How about an all-expenses-paid trip to Barbados? You can relax and let the stresses of magazine work leave your system for a few weeks.
The Barbados Govt, Barbados.
Thanks very much – The Team.

KINDLY LEAVE THE STAGE

If we don't get some decent jokes sent in soon, we'll have to can this column. (*Shame – The readers*)

Q What do sea monsters eat?
A Fish and ships.
Giles Page,
Windlesham, Surrey.
0/10

Q Which fish sleeps a lot?
A A kipper.
Giles Page,
Windlesham, Surrey.
0/10

Q What did the buffalo say to his son, when leaving for work?
A Bison.
Aaron Hayes,
New Barnet, Herts.
2/10

Get 5/10 or above for your joke and you win yourself a stupendous *Super Play* T-shirt.

Kindly Leave The Stage, *Super Play*, 30 Monmouth St, Bath BA1 2BW.

of a game. Now we are hearing ridiculous talks of banning films and games for their content. You may never be able to see the likes of *Dances With Wolves* or *Schindler's List* on video, or be able to play *Mortal Kombat 2* ever again.

Now I think that this finger pointing has to stop between the video game, film and TV industry, and that it has to stop on you. Yes, you, the consumer and your parents. It is your responsibility and your parent's to control what you view, not the government.

If people continue to be irresponsible, like letting under-aged children watch adult films and creating films and video games with a high violence content, then the powers that be are going to step in and put a stop to it all. They may even take the drastic step of putting a blanket ban on violence in general.

So come on, control your own video game choice. Use the voluntary systems already available to choose your games and videos carefully, before it is made illegal, or you are unable to buy certain video games at all.

Yours faithfully,
Ben Mullinger,
Hayling Island, Hants.

We're not quite sure what your point is, Ben. Of course, we decide what to watch and what to play. But are we capable of deciding whether it's harmful for us? If not, are we happy with others deciding this for us? It would be a pity if draconian measures were enforced to prevent access to violence on film and in games, but maybe if one life were saved it would be worth it.

We would welcome more of your views on censorship, especially as new laws are being introduced at the time of writing.

'LAUGH HIS OR HER SOCKS OFF'

Humour is supposed to be the universal language, so why aren't there more humorous games available for the Super Nintendo? Obviously, there are plenty, indeed, some would say too many, cartoon licences, and you get the occasional game like *Clayfighter*, but surely there's a market for a series of games which would make every SNES owner laugh his or her socks off? What do you reckon?

Yours smilingly,
Thomas Winters,
Richmond, Surrey.

It'd probably be rubbish. Japanese people do have a different sense of humour from Westerners. Americans laugh at all manner of not-very-funny things and us refined *Super Play* folk laugh at special in-jokes which nobody else understands. And you don't mention gameplay or graphics or anything. No, your idea is poor. But thanks for raising a chortle in an otherwise miserable world.

'A GREAT MANY WEEDY FOLK'

I've noticed that *Super Play* has started carrying those 'Build Muscles Fast' advertisements. There might be a great many weedy folk around who need to build up their muscles, but I can't help feeling embarrassed when I see them. It's this kind of ad placement which gives us Super Nintendo users a bad name. By the way, I intend to join the army and I'm big and rock-hard.

Yours sincerely,
John Phelps,
Swindon, Wiltshire.

If a company wishes to advertise with us, and they are genuinely selling an honest product or service, we'll consider accepting their ads. The muscles ads aren't overtly offensive, but we can see how people may squirm when they see them. Don't worry, John. They aren't directed specifically at you.

'ARE THEY ALL GITS OR WHAT?'

When game-buyers like us write to Nintendo or the software companies, do they actually read our letters? I've written to several companies (mentioning no names) and they ignored me totally. Are they all gits or what?

Yours,
Martin Bannister,
Dorchester, Dorset.

PS. Please reply to *this* letter!

We presume that many companies are like Future Publishing, in that it is not always possible to reply to everyone's letters personally. Mainly because we just don't have the time to spare. We also suggest that you never send stamped addressed envelopes or expect detailed personal responses, because it's unlikely you will get them.

Do send us your letters, though. You can be sure that even if they're not printed with our responses in Playback, they are *always* read.

'PUT AT THE END'

Hello. Here's a small letter to put at the end of the letters page.

Yours sincerely,
May Dupname,
Steeltown, Northshire.

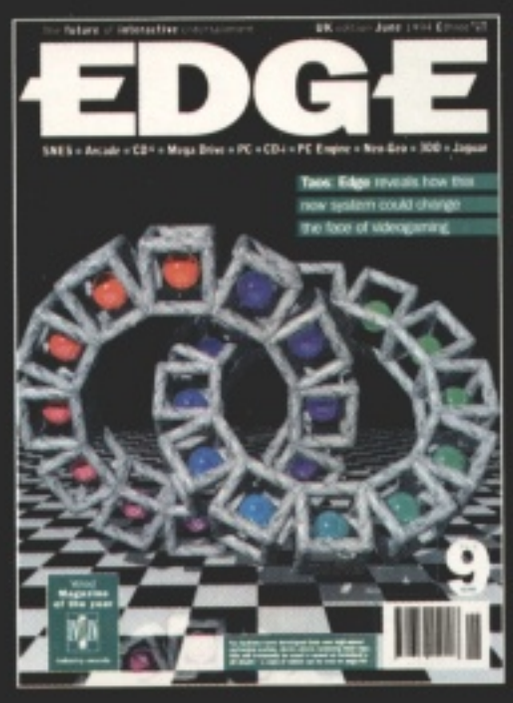
Gosh. That's handy.

WRITE NOW!

If you've got something to say and want to see your name in print, then what are you waiting for?

PLAY BACK, SUPER PLAY, 30 MONMOUTH STREET, BATH BA1 2BW.

This **magazine** has been **voted** **Magazine of the year** by people working in the games **industry**.



Don't you want to know **why**?

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WHAT CART?

	NAME, PUBLISHER	%	BRIEF DESCRIPTION

KEY The guide to *Super Play*'s percentage scoring method.

90-100% — Why haven't you got all these? Go on – buy them!

70-89% — Now these are worth considering, definitely.

0-69% — Most of these are best left on the shelf, we reckon.

SP2	**ACROBAT MISSION (JAP)** *Teichiku*	38%	Despicably feeble vertically scrolling blaster. Avoid.
SP9	**ACTION PACHIO (JAP)** *Coconuts Japan*	42%	Boring and slow *Sonic* lookalike.
SP2	**ACTRAISER (JAP/US/UK)** *Enix/Quintet*	90%	Great combination of strategy and platform action.
SP16	**ACTRAISER 2 (JAP)** *Enix*	69%	Flashy presentation, but a disappointing step backwards.
SP1	**THE ADDAMS FAMILY (JAP/US/UK)** *Ocean*	82%	Enjoyable mix of puzzle, adventure and shoot -'em-up.
SP7	**THE ADDAMS FAMILY 2 (JAP/US/UK)** *Ocean*	90%	Huge, gorgeous-looking and fun platformer.
SP7	**AEROBIZ (US)** *Koei*	69%	Well-presented, but over-serious, airport management sim.
SP13	**AERO THE ACROBAT (UK)** *Marubeni*	84%	Fun platformer with functional graphics and huge levels.
SP15	**ALADDIN (UK)** *Capcom*	81%	Great to look at and very involving, but it's over too quickly.
SP18	**ALCAHEST (JAP)** *Squaresoft*	69%	A great looking slasher/blaster with clever power-ups.
SP15	**ALFRED CHICKEN (UK)** *Mindscape*	83%	Packed levels and a great central character.
SP9	**ALIEN³ (US/UK)** *Acclaim*	84%	Big and accurate movie conversion with great cosmetics.
SP6	**ALIENS VS PREDATOR (JAP)** *IGS*	28%	Unoriginal beat-'em-up. Neat idea but dire gameplay.
SP3	**AMAZING TENNIS (JAP/US)** *Absolute Entertainment*	80%	Looks nice, but the graphics restrict your view of the action.
SP10	**AMERICAN GLADIATORS (US)** *Gametek*	16%	Very sad attempt at reproducing the tacky gameshow.
SP1	**ANOTHER WORLD (UK)** *Interplay*	81%	Superb graphics and varied action, but it's a bit short.
	ARCANA (JAP/US) *HAL*	65%	RPG which sounds good in principle, but is dull in practice.
SP13	**ARCUS ODYSSEY (US)** *Renovation*	57%	Bodged RPG/shoot-'em-up with virtually no gameplay.
SP1	**AREA 88 (JAP)** *Capcom*	91%	Exciting and brilliantly designed scrolling shooter.
SP15	**ART OF FIGHTING (JAP)** *Takara*	56%	Dull, unbalanced beat-'em-up with flat backgrounds.
SP5	**ASSAULT SUITS VALKEN (JAP)** *NCS Masiya*	91%	A brilliant, Japanesey shoot-'em-up with lovely graphics.
SP11	**ASTERIX (UK)** *Infogrames*	70%	An unoriginal but bright and cheerful platformer.
	ASTRAL BOUT (JAP) *A-Wave*	40%	Decent-looking wrestling game with dodgy gameplay.
	AUGUSTA MASTERS 3D GOLF (JAP) *T&E Soft*	79%	Graphically good golf game which plays okay.
SP2	**AXELAY (JAP/US/UK)** *Konami*	85%	Uninventive gameplay, but the graphics are gorgeous.
SP1	**BART'S NIGHTMARE (JAP/US/UK)** *Acclaim*	86%	Challenging, pretty and funny collection of sub-games.
SP7	**BATMAN RETURNS (JAP/US/UK)** *Konami*	87%	Straightforward, but beautifully realised, movie licence.
	BATTLEBLAZE (JAP/US) *Sammy Corp*	42%	Beat-'em-up which looks and sounds okay, but plays awful.
SP19	**BATTLE CARS (US)** *Namco*	73%	*Mad Max*-style racing. Disappointing two-player mode.
SP3	**BATTLE CLASH (US/UK)** *Nintendo*	48%	Super Scope game with a fatal lack of variety.
	BATTLE GRAND PRIX (JAP/US) *Naxat*	56%	Cumbersome driving game with a useless overhead view.
SP16	**BATTLETOADS DOUBLE DRAGON (US)** *Tradewest*	37%	A simple and incredibly boring scrolling beat-'em-up.
SP11	**BATTLETOADS IN BATTLEMANIACS (US)** *Tradewest*	80%	A fun beat-'em-up with loads of moves and fab animation.
SP5	**BEST OF THE BEST (JAP/US/UK)** *Electro Brain*	50%	The kick-boxing action here will soon get tedious.
	BIG RUN (JAP) *Jaleco*	34%	Driving game with dire graphics and virtually no gameplay.
SP8	**BIO METAL (JAP)** *Athena*	71%	Unoriginal and marred by slow-down, but challenging.
	BIRDIE TRY (JAP) *Toho*	28%	Truly terrible golf game with an appalling Mode 7 course.
	BLAZEON (JAP/US) *Atlus*	42%	Crude and jerky horizontal scroller.
SP7	**THE BLUES BROTHERS (JAP/US)** *Titus*	68%	Fairly nice platform romp with a spurious film connection.
SP8	**BOB (US/UK)** *Electronic Arts*	54%	Awkward-to-control and average-looking platformer.
	BOMBUZAL (JAP/US) *Kemco*	48%	Well-designed puzzler with dull graphics and gameplay.
SP14	**BOXING LEGENDS OF THE RING (UK)** *Electro Brain*	87%	Fab boxing game with variety and knockout graphics.
SP4	**BRASS BOSS (JAP)** *Lazersoft*	56%	Decent graphics, but basically just another beat-'em-up.
SP16	**BRETT HULL HOCKEY (UK)** *Accolade*	78%	A competent, well-constructed and enjoyable game.
SP10	**BUBSY (US)** *Accolade*	77%	Pretty and playable, if unadventurous, platformer.
SP19	**BUGS BUNNY: RABBIT RAMPAGE (US)** *Sunsoft*	58%	Just another mediocre platformer.
SP5	**BULLS VS BLAZERS (JAP/US)** *Electronic Arts*	83%	Good, solid and accurate basketball game.
SP4	**CACOMA KNIGHT (JAP/US)** *Datam*	36%	Tedious *Qix* copy with attractive graphics, but little else.
SP7	**CALIFORNIA GAMES II (JAP/US)** *DTMC*	22%	Multi-event sport 'sim'. Stupid games and poor graphics.
SP7	**CAL RIPKIN JR BASEBALL (US/UK)** *Mindscape*	70%	Atmospheric, but awkward to play, and ultimately boring.
SP1	**CAMELTRY (JAP)** *Taito*	52%	Ball-in-maze-type puzzler which is too easy.
SP13	**CAPTAIN AMERICA (UK)** *Mindscape*	30%	Beat-'em-up with duff graphics and crap collision detection.

SUPER PLAY'S GAME LIBRARY

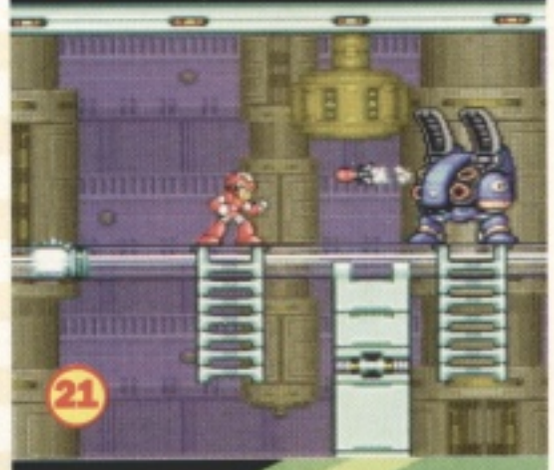
WIN! WIN! WIN! WIN! WIN! WIN!

This month, we're running a little competition. All you have to do is study all the screenshots on the seven What Cart? pages and write down which games they're from. Piece of cake. To make it even easier we've numbered every pic. Send your answers to: What Screenshot? Compo, *Super Play*, 30 Monmouth St, Bath BA1 2BW. The prize? A *Super Play* goody bag, of course. Oh, and the closing date is 15 July 1994.

	NAME, PUBLISHER	%	BRIEF DESCRIPTION
	CAPTAIN TSUBASU 3 (JAP) *Tecmo*	?%	Football management, Jap style. Impossible to judge.
SP5	CAVEMAN NINJA 2 (JAP) *Data East*	58%	*Joe And Mac* sequel. Fiddly gameplay and titchy sprites.
	CB WARS (JAP) *Banpresto*	?%	Anime-style scrolling beat-'em-up. Impossible to judge.
SP13	CHAMPIONSHIP POOL (UK) *Mindscape*	78%	If you must play pool on the SNES, then go for this game.
SP19	CHAMPIONS WORLD CLASS SOCCER (UK) *Acclaim*	66%	Ryan Giggs likes it, but we're not so keen.
SP7	CHESSMASTER (US/UK) *Mindscape*	55%	It plays chess all right, but the interface is badly designed.
SP6	CHESTER CHEETAH (JAP/US) *Kaneko*	58%	Bright, colourful platform game which lacks challenge.
SP18	CHOPLIFTER 3 (UK) *Ocean*	80%	A nostalgic helicoptery shoot-'em-up.
SP4	CHUCK ROCK (US/UK) *Sony Imagesoft*	61%	Imaginatively-designed platform game, but it's dull.
SP14	CLAY FIGHTER (UK) *Interplay*	85%	Lovely graphics which the gameplay can't quite match.
SP12	CLAYMATES (US/UK) *Interplay*	79%	Innovative and fun beat-'em-up, but it's too easy to finish.
SP16	CLIFFHANGER (UK) *Sony Imagesoft*	22%	A fourth-rate and wholly derivative game.
SP7	CLUE (US) *Parker Brothers*	46%	Unnecessary conversion of the *Cluedo* board game.
	COMBAT BASKETBALL (JAP/US) *Hudson Soft*	26%	Plodding Amiga-derived *Speedball* clone.
SP5	COMBATRIBES (JAP/US) *Technos*	57%	Dull platform blaster. No imaginative levels or weapons.
	CONTRA 3 (US)/CONTRA SPIRITS (JAP) *Konami*	90%	Superb platform blaster with excellent two-player action.
SP14	COOL SPOT (US) *Virgin*	82%	Looks snazzy, but the platforming fun is short-lived.
SP8	COOL WORLD (US/UK) *Ocean*	52%	Gorgeous film-based graphics, but where's the gameplay?
SP3	COSMO GANG (JAP) *Namco*	70%	Fun two-player shoot-'em-up, but infinite continues spoil it.
SP7	COSMO GANG: THE PUZZLE (JAP) *Namcot*	58%	Colourful *Tetris*-inspired puzzler that soon gets dull.
SP5	CYBERNATOR (US) *NCS Masiya*	91%	See *Assault Suits Valken*.
SP15	DAFFY DUCK (UK) *Sunsoft*	65%	Nice-looking and quite fun to play, but it's too derivative.
SP14	DARIUS FORCE (JAP) *Taito*	70%	Loads of baddies, but a curious lack of weapons.
	DARIUS TWIN (JAP/US) *Taito*	74%	Nice-looking shooter, but it lacks challenge and levels.
SP8	DEAD DANCE (JAP) *Jaleco*	78%	Beat-'em-up with lots of moves and well-balanced fighters.
SP4	DESERT STRIKE (JAP/US/UK) *Electronic Arts*	90%	Addictive overhead-view strategic shoot-'em-up.
SP8	DEVIL'S COURSE (JAP) *T&E Soft*	80%	The craziest golf game you're ever likely to see. Quite fun.
	D FORCE (JAP/US) *Asmik*	22%	Possibly the worst blaster on the SNES. Disgraceful.
SP1	DINOSAURS (JAP/US) *Irem*	83%	Too-easy platformer with fab graphics and lots of humour.
	DIRTY CHALLENGER (JAP) *Yutaka*	34%	Yet another dire wrestling game with unimpressive moves.
SP10	DORAEMON: WORLD OF FAIRIES (JAP) *Epoch*	56%	Cute-looking RPG with little gameplay under the surface.
SP15	DR FRANKEN (UK) *Elite*	58%	Unengaging, unoriginal platformer with sluggish gameplay.
SP10	DRACULA KID (JAP) *Naxat*	82%	An imaginative and very cute platform game.
	DRAGON BALL Z (JAP) *Bandai*	?%	RPG with some combat scenes. Impossible to judge.
SP8	DRAGON BALL Z (JAP) *Bandai*	73%	Original beat-'em-up with lots of moves and fab graphics.
SP17	DRAGON BALL Z 2 (JAP) *Bandai*	75%	All the appeal of the first game, but it doesn't last long.
	DRAGON QUEST V (JAP) *Enix*	?%	Sprawling RPG with primitive graphics.
SP1	DRAGON'S LAIR (US/UK) *Elite*	82%	Dreamy looks and great gameplay, but can be frustrating.
SP4	DRAKKHEN (JAP/US/UK) *Kemco*	64%	Boring RPG with okay graphics, but awful combat system.
	DREAM PROBE (US) *Riot*	33%	Bland platform beat-'em-up with lots of Japanese text.
SP12	DUNGEON MASTER (US) *JVC*	88%	Inventive, packed with detail and great fun to play.
	EARTHLIGHT (JAP) *Hudson Soft*	?%	Space strategy game with Jap text. Impossible to judge.
	ELFARIA (JAP) *Hudson Soft*	?%	Great sprites, but lots of Jap text. Impossible to judge.
SP7	EVIL SWORD (JAP) *Datam Polystar*	55%	Colourful, bizarre and not very exciting slice-'em-up.
SP13	EVO: SEARCH FOR EDEN (US) *Enix*	47%	Evolution sim with graphics that could try harder.
SP2	EXHAUST HEAT (UK) *Ocean*	69%	A reasonably sound driving game.
SP18	EXHAUST HEAT II (JAP) *Seta*	83%	Fast, fun racing game with nice parallax, but some judder.
	EXTRA INNINGS (US) *Sony Imagesoft*	64%	Baseball game with cute characters and slick action.
	F-1 EXHAUST HEAT (JAP/US/UK) *Ocean/Seta*	69%	3D racer with small cars and little warning of corners.
SP15	F1 POLE POSITION (UK) *Ubi Soft*	83%	Weird controls and average graphics, but great driving.
SP8	F1 GRAND PRIX PART II (JAP) *Video System*	52%	Viewed-from-above racer which is fun if you persevere.
SP3	FACEBALL 2000 (JAP/US) *Bullet-Proof Software*	54%	Slow, jerky and confusing 3D maze shoot-'em-up.
SP9	FAMILY DOG (US/UK) *THQ*	39%	Dull and frustrating platformer with unwieldy controls.
SP9	THE FANG OF EDO (JAP) *Micro World*	49%	This scrolling slash-'em-up looks okay, but is boring.
SP4	FATAL FURY (JAP/US) *Takara*	76%	*SFII* copy which looks good and plays fine.
SP19	FATAL FURY 2 (JAP) *Takara*	79%	A fun beat-'em-up, but it's not nearly as good as *SFII*.
	FINAL FANTASY II (US) *Squaresoft*	86%	Graphically basic, but lovely music and an involved quest.
	FINAL FANTASY IV (JAP) *Squaresoft*	86%	See *Final Fantasy II*.
	FINAL FANTASY V (JAP) *Squaresoft*	?%	Popular RPG with Japanese text. Impossible to judge.
SP3	FINAL FANTASY: MYSTIC QUEST (US) *Squaresoft*	79%	Role-playing for beginners. Fun, involving and cheap.
SP1	FINAL FIGHT (JAP/US/UK) *Capcom*	86%	Brill graphics and lots of variety, but no two-player mode.

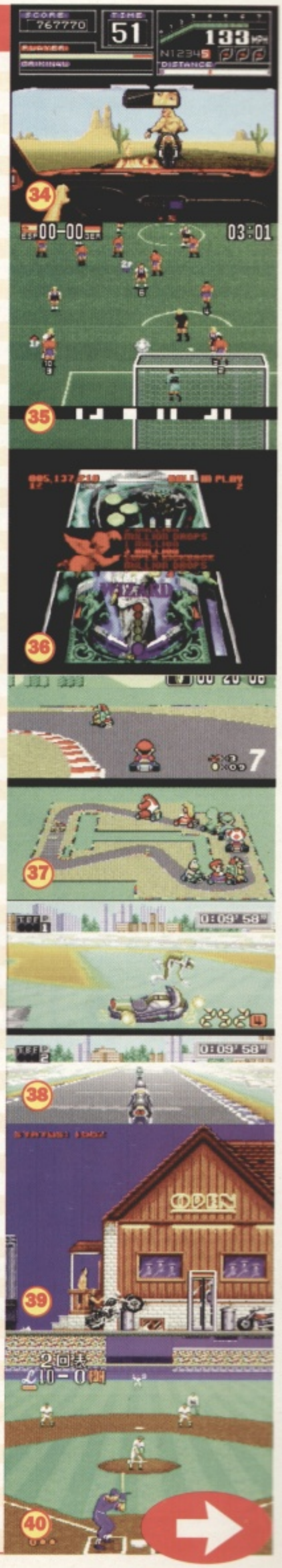
	NAME, PUBLISHER	%	BRIEF DESCRIPTION
SP10	FINAL FIGHT 2 (JAP) *Capcom*	75%	As before, with a two-player mode, but no challenge.
	FINAL FIGHT GUY (JAP) *Capcom*	83%	Pointless *Final Fight* sequel with a new main character.
SP19	FINAL STRETCH (JAP) *LOZC*	73%	Brilliant 3D scrolling, but disappointing racing.
	FIRE DODGEBALL (JAP) *Sunsoft*	45%	Based on an imaginary sport, this is very basic.
SP11	FIRST SAMURAI (UK) *Kemco*	80%	Platform beat-'em-up with loads of playability.
SP15	FLASHBACK (UK) *Sony Imagesoft*	91%	A bit linear, but it's involving and the graphics are great.
SP6	FLYING HERO: BUGLE'S BIG ADV (JAP) *Sofel*	68%	Likeable blaster, but doesn't really stand out.
SP9	FORTRESS OF FURY (JAP) *Jaleco*	68%	Nice graphics, but slow and unimaginative gameplay.
SP1	F-ZERO (JAP/US/UK) *Nintendo*	86%	Fast and smooth racing game with bland scenery.
SP2	GEORGE FOREMAN'S BOXING (US/UK) *Acclaim*	18%	Tedious, limited and almost static boxing game.
SP9	THE GHOST OF KITARO (JAP) *Bandai*	61%	Pretty, but odd scrolling, shoot-/beat-'em-up.
	GOAL (US) *Jaleco*	69%	Lots of detail, but the scrolling is too jerky.
SP6	GODS (US/UK) *Mindscape*	74%	Long-lasting platform shooter with added puzzles.
SP1	GOLDEN FIGHTER (JAP) *Culture Brain*	42%	Rubbish-looking, -playing and -sounding *SFII* rip-off.
SP13	GOOF TROOP (US) *Capcom*	69%	Puzzler starring Goofy which is fun for a while, but too easy.
SP10	GP-1 (US) *Atlus*	62%	Motorbike racing game which is nothing like the real thing.
	GPX CYBER FORMULA (JAP/US) *Takara*	70%	Average, but enjoyable, top-view racer with an anime bias.
	GRADIUS III (JAP/US) *Konami*	82%	The fab sound and lush graphics are marred by slow-down.
	GUNDAM F-91 (JAP) *Bandai*	?%	Strategy-based blaster. Impossible to judge.
SP4	GUNFORCE (JAP/US) *Irem*	59%	Platform blaster which is mediocre in all departments.
SP6	HARLEY'S HUMUNGOUS ADVENTURE (US/UK) *EA*	69%	Fairly imaginative platformer with sub-standard graphics.
	HAT TRICK HERO (JAP/US) *Taito*	66%	Fast football sim which is only any fun in two-player mode.
SP9	HIT THE ICE (US) *Taito*	58%	Ice hockey game with added brawling. A bit shallow.
	HOLE-IN-ONE GOLF (JAP/US) *HAL*	68%	User-friendly and nice-looking, if not very realistic.
SP3	HOME ALONE (JAP/US/UK) *THQ*	36%	Movie cash-in with banal gameplay and hopeless graphics.
SP3	HOME ALONE 2 (US/UK) *THQ*	32%	Much the same as above, but, er, worse.
SP1	HOOK (US/JAP) *Sony Imagesoft*	72%	Gorgeous-looking licence which is too slow and too easy.
SP7	HUNT FOR RED OCTOBER (US) *Hi Tech Expressions*	25%	Extremely repetitive, waterlogged shooter.
SP4	HUMAN GRAND PRIX (JAP) *Human*	82%	Fast and realistic racer, although the control system's odd.
SP18	HUMANS (UK) *Gametek*	70%	*Lemmings*-like puzzle game which gets boring fast.
	HYPERZONE (JAP/US) *HAL*	30%	Tedious 3D space shoot-'em-up with a bit of Mode 7.
SP6	IMPERIUM (JAP/US) *Vic Tokai*	40%	Sad, old-fashioned shoot-'em-up featuring robot suits.
SP13	THE INCREDIBLE CRASH DUMMIES (UK) *Acclaim*	41%	Unimpressive presentation and repetitive gameplay.
SP18	INSPECTOR GADGET (US) *Nintendo*	71%	Just another platform game.
SP10	INTERNATIONAL TENNIS TOUR (JAP) *Micro World*	69%	Plays a decent game of tennis, but other games are better.
SP3	THE IREM SKINS GAME (JAP/US/UK) *Irem*	83%	Golf game which looks nice but isn't particularly accurate.
	JACK NICKLAUS GOLF (US) *Tradewest*	62%	Ruined by slow scenery redraw and unfriendly controls.
SP5	JAKI CRUSH SUPER PINBALL (JAP) *Naxat*	74%	Pinball with a slow ball and a badly-designed table.
SP3	JAMES BOND JR (US/UK) *THQ*	29%	Platform blaster with poor graphics and crap gameplay.
SP11	JAMES POND'S CRAZY SPORTS (UK) *Storm*	53%	Good-looking collection of tedious 'sports'.
SP12	JAPANESE PRO WRESTLING (JAP) *Human*	78%	Four-player sim with a fair degree of realism.
SP7	JEOPARDY (US) *Gametek*	15%	Just as appalling as the original gameshow.
	JERRY BOY (JAP/US) *Sony Imagesoft*	54%	Well-designed main sprite but run-of-the-mill gameplay.
SP5	JIMMY CONNORS' TENNIS (US/UK) *Ubi Soft*	88%	Tennis with added four-player antics. Great fun.
SP1	JOE AND MAC (JAP/US/UK) *Data East/Elite*	72%	Colourful graphics, but repetitive music and gameplay.
	JOHN MADDEN FOOTBALL (JAP/US) *Electronic Arts*	79%	Fast enough, but the graphics are flat and jerky.
SP4	JOHN MADDEN FOOTBALL '93 (JAP/US/UK) *EA*	83%	Cosmetic improvements make this a much better game.
SP13	JURASSIC PARK (UK) *Ocean*	89%	Huge film-based explore-'em-up with lots to do.
	KA-BLOOEY (US) *Kemco*	48%	See *Bombuzal*.
SP11	KAWASAKI CARIBBEAN CHALLENGE (US) *Gametek*	20%	Crap motorbike-racing game with abysmal graphics.
SP12	KEVIN KEEGAN'S PLAYER MANAGER (UK) *Anco*	59%	Find out how dull football management really is.
SP3	KICK OFF (JAP/UK) *Anco/Imagineer*	52%	Very flawed, but reasonably playable with two people.
SP5	KIKIKAIKAI (JAP) *Natsume*	88%	Weird, but enjoyable, shoot-'em-up with superb graphics.
SP6	KING ARTHUR'S WORLD (US/UK) *Jaleco*	83%	Enjoyable mouse-based platformer with a medieval slant.
SP5	THE KING OF RALLY (JAP) *Meldac*	39%	Dull-looking 3D race-'em-up with a lack of opponents.
	KING OF THE MONSTERS (JAP/US) *Takara*	79%	Giant-sized beat-'em-up which is too dull to be fun.
SP17	KING OF THE MONSTERS 2 (JAP) *Takara*	74%	A silly combat game with only short-term entertainment.
	KITARO'S GHOST (JAP) *Bandai*	58%	Cute graphics, but the platform action is too hard.
	KOSHIYEN 2 (JAP) *KAC*	60%	Bog-standard baseball game with nice, Japanesey looks.
SP1	KRUSTY'S SUPER FUN HOUSE (US/UK) *Acclaim*	79%	Unusual blend of puzzling and platforms.
	KUNIO KEN (JAP) *Technos*	?%	Mix of beat-'em-up and adventure. Impossible to judge.
SP12	LAGOON (JAP/US/UK) *Kemco*	56%	Frustrating and rather dull role-player.
SP16	LAST ACTION HERO (UK) *Sony Imagesoft*	21%	A very poor scrolling beat-'em-up.
	LAST FIGHTER TWIN (JAP) *Banpresto*	59%	Side-on beat-'em-up with nice looks, but limited gameplay.
SP13	LAMBORGHINI AMERICAN CHALLENGE (UK) *Titus*	73%	Neat racer with dull graphics and an odd difficulty curve.
SP15	THE LAWNMOWER MAN (UK) *Storm*	77%	Nice 3D sections mixed with some dull platform ones.
	LEGEND OF SUCCESS JOE (JAP) *KAC*	49%	Boxing game with basic graphics and not enough moves.
SP15	LEGEND OF MYSTICAL NINJA (JAP/US/UK) *Konami*	90%	RPG/platformer with fab graphics and a real challenge.
SP17	LEGEND OF MYSTICAL NINJA 2 (JAP) *Konami*	90%	A compelling and very entertaining sequel.
SP2	LEMMINGS (JAP/US/UK) *Sunsoft*	86%	One of the most ingenious and addictive games ever.
SP18	LESTER THE UNLIKELY (US) *Nintendo*	52%	A very mediocre platform game.

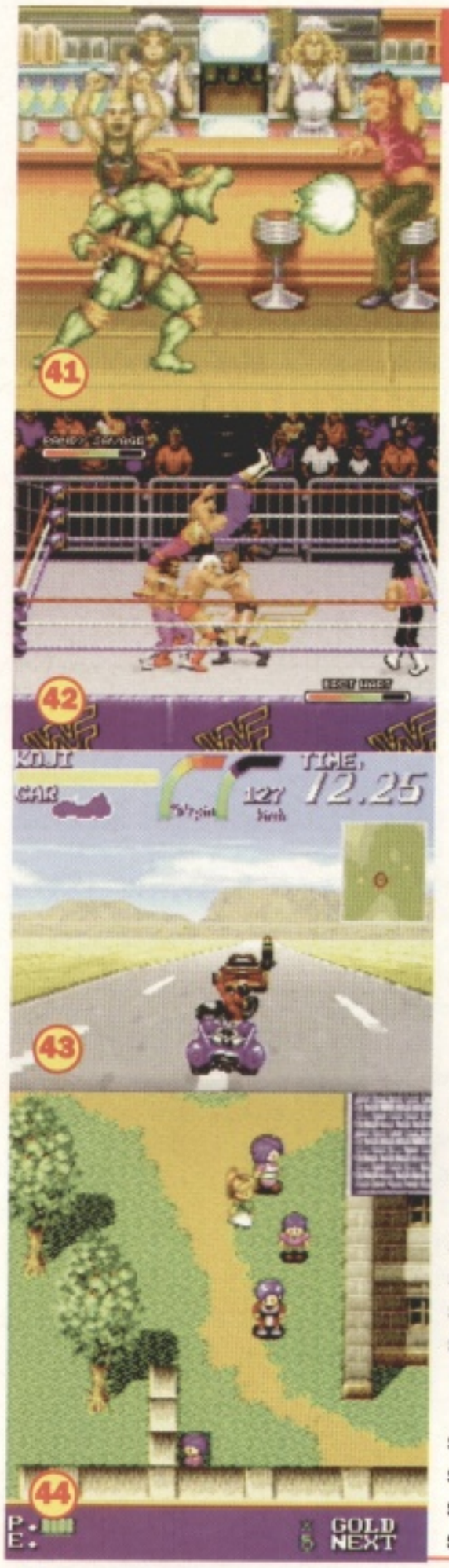
	NAME, PUBLISHER	%	BRIEF DESCRIPTION
SP17	LETHAL ENFORCERS (UK) *Konami*	69%	An expensive, but very playable, shoot-'em-up.
SP6	LETHAL WEAPON (US/UK) *Ocean*	57%	Unadventurous platform shoot-'em-up.
SP8	THE LOST VIKINGS (US/UK) *Interplay*	84%	Well-designed mixture of strategy and platforms.
SP18	LUFIA & THE FORTRESS OF DOOM (US) *Taito*	79%	A decent enough RPG, but it's nothing special.
SP15	MACROSS (JAP) *Zamuse*	87%	Anime blaster with lovely looks and lots of variety.
SP16	MADDEN NFL '94 (JAP) *Electronic Arts*	85%	An American football game that's worth buying.
	MAGICAL GUY ADVENTURE (JAP) *Bandai*	62%	Fun platformer with cute sprites and backdrops.
SP7	MAGIC SWORD (JAP/US/UK) *Capcom*	58%	Dreadful slash-'em-up with appalling animation.
SP3	MAJOR TITLE (JAP/US/UK) *Irem*	83%	See *The Irem Skins Game*.
SP13	MARIO & WARIO (JAP) *Nintendo*	70%	This mouse-driven puzzler is absorbing but too easy.
SP11	MARIO IS MISSING (UK) *Mindscape*	70%	'Edutainment' game aimed at younger players.
SP6	MARIO PAINT (JAP/US/UK) *Nintendo*	55%	Limited, crude art package – with no print option!
SP17	MARIO'S TIME MACHINE (UK) *Mindscape*	60%	An edutainment title, but it's repetitive and tedious.
SP14	MECAROBOT GOLF (US) *Toho*	37%	Idiosyncratic and dull golf game featuring robots.
SP9	MECH WARRIOR (JAP/US) *Activision*	63%	Armour-plated platform blaster lacking imagination.
SP19	MEGA-LO-MANIA (UK) *Imagineer*	81%	An exciting and engrossing wargame.
SP17	MEGA MAN X (JAP) *Capcom*	88%	An innovative platformer with some smart graphics.
	METAL JACKET (JAP) *Atlus*	20%	Stilted animation and inept gameplay. Rubbish.
SP18	METAL MARINES (UK) *Mindscape*	80%	A good old smash-the-enemy-to-bits strategy game.
SP3	MICKEY'S MAGICAL QUEST(JAP/US/UK) *Capcom*	89%	Polished platformer with fab looks, but no challenge.
SP13	MIGHT & MAGIC II (UK) *Elite*	43%	Tedious RPG with little depth or gameplay.
SP7	MONOPOLY (JAP/US) *Parker Brothers*	40%	Why bother when the board game's cheaper?
SP11	MORTAL KOMBAT (UK) *Acclaim*	81%	No gore and fewer moves, but still a great game.
SP13	MR NUTZ (UK) *Ocean*	86%	Cute 'n' colourful graphics and slick programming.
	MUSYA (JAP/US) *Datam*	24%	Don't be fooled by the nice backdrops – this is crap.
SP9	NAMCOT OPEN (JAP) *Namco*	80%	Nice golf sim with fast and efficient graphics.
	NBA ALL-STAR CHALLENGE (JAP/US) *LJN*	59%	Nicely presented and realistic basketball sim.
SP17	NBA JAM (US) *Acclaim*	87%	Multitap-compatible and brilliant fun with it.
SP16	NBA SHOWDOWN (US) *Electronic Arts*	89%	Plays a fast and satisfyingly violent game of basketball.
SP14	NFL FOOTBALL (US) *Konami*	76%	Lots of special effects, but a limited amount of control.
SP4	NHLPA HOCKEY (US/UK) *Electronic Arts*	87%	Nice ice hockey sim, although the graphics are jerky.
SP18	NHL STANLEY CUP (US) *Nintendo*	79%	The most exiting conversion of ice hockey available.
SP8	NIGEL MANSELL F1 CHALLENGE (JAP) *Infocom*	85%	Good, fast, high-quality racing action.
	NOLAN RYAN'S BASEBALL (JAP/US) *Romstar*	73%	A slick sim with slightly tricky controls.
	NORTH STAR KEN V (JAP) *Toei*	?%	Crap-looking RPG. Impossible to judge.
SP4	NORTH STAR KEN 6 (JAP) *Toei*	42%	*SFII* clone with huge sprites, but little action.
SP1	ON THE BALL (US) *Taito*	52%	See *Cameltry*.
SP9	OPERATION LOGIC BOMB (US) *Jaleco*	68%	See *Fortress Of Fury*.
	OTHELLO WORLD (JAP) *Tsukuda*	52%	Plays a faithful game of *Othello*, but why bother?
SP8	OUTLANDER (US/UK) *Mindscape*	28%	Useless blaster with a bit of driving thrown in.
SP12	OUT TO LUNCH (UK) *Mindscape*	84%	Big, cute, cleverly animated and challenging.
SP16	PALADIN'S QUEST (US) *Enix*	62%	Not a bad little RPG, but buy *Secret Of Mana* instead.
SP2	PAPER BOY 2 (US/UK) *Mindscape*	22%	Deliver newspapers and avoid the obstacles!
SP7	PEBBLE BEACH GOLF LINKS (JAP/US/UK) *T&E*	82%	Fun and extremely accurate sim for up to three players.
SP5	PGA TOUR GOLF (JAP/US/UK) *Electronic Arts*	60%	Slick presentation, but below-par playability.
SP1	PHALANX (JAP/US) *Kemco*	70%	Unremarkable scrolling shooter with nice graphics.
SP1	PILOT WINGS (JAP/US/UK) *Nintendo*	92%	Looks good and is a test of hand-eye co-ordination.
SP17	PINK GOES TO HOLLYWOOD (US) *Tecmagik*	76%	An enjoyable, but flawed, platformer.
SP18	PINBALL DREAMS (UK) *Gametek*	75%	A not-very-impressive pinball conversion.
SP2	PIPEDREAM (JAP) *Bullet-Proof Software*	66%	Well turned-out puzzle which gets boring fast.
SP4	PITFIGHTER (US/UK) *THQ*	14%	Laughably bad beat-'em-up 'action'.
SP14	PLOK! (US) *Tradewest*	90%	Cute platformer which is fun enough to stand out.
SP5	POCKY & ROCKY (US) *Natsume*	88%	See *Kikikaikai*.
SP8	POP'N TWINBEE (JAP/US/UK) *Konami*	84%	Ultra-cute blaster with rather weak gameplay.
SP2	POPULOUS (JAP/US/UK) *Imagineer*	85%	Great god-game which may get boring after a while.
SP4	POWER ATHLETE (JAP) *Kaneco*	49%	This beat-'em-up contains nothing special.
SP9	POWERMONGER (UK) *Imagineer*	77%	You'll need a lot of patience for this adventure.
SP4	POWER MOVES (US) *Kaneco*	49%	See *Power Athlete*.
SP13	PRIME GOAL (JAP) *Namco*	75%	A great game of soccer, spoilt by its lack of speed.
SP5	PRINCE OF PERSIA (JAP/US/UK) *Konami*	89%	Tough, pretty and wonderful to play. A classic.
SP6	PRO BASEBALL LEAGUE '93 (JAP) *Sony*	77%	Cute characters, slick animation and some neat extras.
SP7	PRO QUARTERBACK (US) *Tradewest Sports*	62%	Nice Mode 7 graphics, but very little else.
	PRO SOCCER (JAP) *Imagineer*	27%	Crude graphics and Graham Taylor-esque gameplay.
SP7	PSYCHO DREAM (JAP) *Riot*	33%	See *Dream Probe*.
SP3	PUSHOVER (US/UK) *Ocean*	78%	Basic domino-toppling puzzler. Short-term fun only.
SP3	Q*BERT 3 (JAP/US) *NTVIC*	67%	Nostalgia value alone isn't enough to make this fun.
SP3	RACE DRIVIN' (US/UK) *THQ*	35%	Badly programmed racer with nasty 3D graphics.
	RAIDEN DENSETSU (JAP) *Toei*	54%	This shooter is too slow to provide any excitement.
	RAIDEN TRAD (US) *Toei*	54%	See *Raiden Densetsu*.
SP18	RAINBOW BELL ADVENTURES (UK) *Konami*	70%	Cute, enjoyable and addictive platform game.
SP2	RAMPART (US) *Electronic Arts*	79%	Primitive-looking, but fun, puzzler. Great with two.



	NAME, PUBLISHER	%	BRIEF DESCRIPTION
	RANMA 1/2 (JAP) *NCS Masiya*	75%	Neat anime beat-'em-up with mismatched characters.
SP6	RANMA 1/2 PART TWO (JAP) *NCS Masiya*	73%	Good-looking characters, but it's far too easy.
SP14	REDLINE F1 RACER (US) *Absolute*	49%	Okay graphics, but almost impossible to play.
SP12	THE REN & STIMPY SHOW: 'VEEDIOTS' (UK) *THQ*	47%	Nice graphics, but dull gameplay and odd gags.
SP2	RIVAL TURF (JAP/US/UK) *Jaleco*	58%	Simultaneous two-player action, but repetitive baddies.
SP4	ROAD RIOT 4WD (US/UK) *THQ*	20%	This split-screen racer is primitive in every respect.
SP4	ROAD RUNNER (JAP/US/UK) *Sunsoft*	42%	Faithful to the cartoon, but the gameplay is simplistic.
SP2	ROBOCOP 3 (US/UK) *Ocean*	50%	Far too difficult and often ridiculously unfair.
SP14	ROBOCOP VS TERMINATOR (UK) *Virgin*	27%	Apart from the graphics, this is shabby beyond belief.
	THE ROCKETEER (JAP/US) *IGS*	33%	Lovely graphics, but there's little audience participation.
SP12	ROCK 'N' ROLL RACING (UK) *Interplay*	88%	Very challenging and lots of fun to play.
SP12	ROCKY RODENT (JAP) *Irem*	50%	Dull game with no variety in graphics or gameplay.
	ROGER CLEMENS' MVP BASEBALL (US) *Acclaim*	73%	Great animation, but a few problems with the controls.
	ROMANCE OF THE 3 KINGDOMS II (JAP/US) *Koei*	55%	Complex, but not very interesting, strategy game.
	RPM RACING (JAP/US) *Interplay*	58%	Fun racer, although the scrolling's a bit rough.
SP16	R-TYPE III (JAP) *Irem*	83%	A polished shoot-'em-up with frantic action.
SP10	RUN SABER (US) *Atlus*	59%	Pretty backdrops but not much in the way of gameplay.
SP5	RUSHING BEAT RUN (JAP) *Jaleco*	60%	Beat-'em-up which is nice to look at, but boring to play.
SP19	RUSHING BEAT 3 (JAP) *Jaleco*	66%	Another boring side-scrolling beat-'em-up.
	SD DODGEBALL (JAP) *Banpresto*	42%	The worst of the series of dodgeball games.
	SD GREAT BATTLE (JAP) *Banpresto*	38%	Crusty arcade adventure with tedious gameplay.
SP9	SD GREAT BATTLE III (JAP) *Banpresto*	63%	Cute characters and nice graphics, but lacks depth.
	SD GUNDAM (JAP) *Bandai*	?%	RPG with crap graphics and sound. Impossible to judge.
SP15	SECRET OF MANA (US) *Squaresoft*	94%	Enormous four-player RPG which looks stunning.
SP15	SENSIBLE SOCCER (UK) *Sony Imagesoft*	91%	Utterly realistic sim with great playability. The best.
SP10	SEPTENTRION (JAP) *Human*	90%	Atmospheric and playable disaster movie-type game.
SP14	THE 7TH SAGA (US) *Enix*	69%	A run-of-the-mill RPG with little to recommend it.
SP10	SHADOWRUN (UK) *Data East*	85%	Scrupulously designed adventure, packed with puzzles.
SP9	SHANGHAI 2 (JAP/US) *Activision*	58%	Very basic puzzler that can become addictive.
SP19	SIDE POCKET (UK) *Marubeni*	86%	Plays a great game of pool. Recommended.
	SIM ANT (JAP) *Imagineer*	?%	Like *Sim City*, but with ants. Impossible to judge.
SP1	SIM CITY (JAP/US/UK) *Maxis/Nintendo*	84%	Build the city of your dreams in this absorbing classic.
SP9	SIM EARTH (JAP/US) *Imagineer*	34%	This has too much to do and eventually gets tedious.
SP4	SKÜLJAGGER (US) *American Softworks*	58%	Lacklustre pirate adventure that's too easy.
SP14	SKY BLAZER (UK) *Sony*	78%	A pretty platformer, but too lightweight.
SP18	SOCCER KID (UK) *Ocean*	84%	An addictive platform game with a footballing twist.
SP18	SOLDIERS OF FORTUNE (US) *Spectrum HoloByte*	89%	A brilliant and challenging shoot-'em-up.
SP8	SOLSTICE II: EQUINOX (US/UK) *Sony Imagesoft*	90%	Polished adventure with brill graphics and sound.
SP2	SONIC BLAST MAN (JAP/US) *Taito*	69%	Scrolling beat-'em-up with limited longevity.
SP2	SOUL BLAZER (JAP/US) *Enix*	89%	Slick and graphically gorgeous *Zelda*-type adventure.
SP17	SPACE ACE (UK) *Empire*	58%	Awful sprites, awful gameplay, awful game.
	SPACE FOOTBALL (JAP/US) *Triffix*	52%	Short-term thrills only in this strange footy sim.
	SPACE MEGAFORCE (US) *Toho/Compile*	87%	Technically wonderful and great-playing shoot-'em-up.
	SPANKY'S QUEST (JAP/US) *Natsume*	58%	Bizarre affair involving killing baddies with bubbles.
SP3	SPIDERMAN & THE X-MEN (US/UK) *Acclaim*	72%	Unattractive-looking platformer that won't last.
SP2	SPINDIZZY WORLDS (JAP/US/UK) *ASCII*	69%	Clever little arcade puzzler, but it's looking dated now.
SP19	SPORTS ILLUSTRATED CHAMPIONSHIP (US) *Malibu*	70%	Football and baseball on one cart. Limited.
SP7	STARFOX (JAP/US)/STARWING (UK) *Nintendo*	93%	Absolutely brilliant 3D shoot-'em-up. Get it!
SP1	STREET FIGHTER II (JAP/US/UK) *Capcom*	94%	Your SNES is wasted if you haven't got this!
SP11	STREET FIGHTER II TURBO (JAP/US/UK) *Capcom*	96%	A faster, better-looking version of the original.
SP3	STRIKE GUNNER (JAP/US/UK) *Activision*	65%	Average vertical blaster with boring backgrounds.
SP10	STRIKER (UK) *Elite*	89%	Easy-to-play footy sim that's also easy on the eyes.
SP9	SUMO SPIRITS (JAP) *Takara*	47%	Fairly realistic, but who cares? It's sumo.
SP12	SUNSET RIDERS (UK) *Konami*	87%	Enjoyable two-player blast, but can get repetitive.
SP2	SUPER ADV ISLAND (JAP/US/UK) *Hudson Soft*	75%	Attractive backgrounds but simplistic platform gameplay.
SP12	SUPER AIR DIVER (UK) *Sunsoft*	51%	Looks good, but the gameplay's too insubstantial.
SP3	SUPER ALESTE (JAP/US/UK) *Toho/Compile*	87%	See *Space Megaforce*.
SP12	SUPER BACK TO THE FUTURE 2 (JAP) *Toshiba/EMI*	61%	Good graphics and sound, but awful controls.
	SUPER BASEBALL SIM 1000 (JAP/US) *Culture Brain*	49%	Good pitching and batting, but poor graphics.
	SUPER BASES LOADED (JAP/US) *Jaleco*	55%	Jerky graphics and limited gameplay.
	SUPER BASES LOADED II (JAP/US) *Jaleco*	63%	The same as above, but with, er, a II afterwards.
SP4	SUPER BASKETBALL (JAP/US/UK) *Nintendo/HAL*	84%	An accomplished and very playable game of basketball.
SP6	SUPER BATTER UP (US) *Namco*	53%	Uncontrollable baseball game with garish graphics.
	SUPER BATTLETANK (JAP/US/UK) *Absolute*	50%	Some good explosions, but generally boring.
SP19	SUPER BATTLETANK 2 (US) *Absolute*	43%	Don't bother.
SP7	SUPER BIKURI MAN (JAP) *Interbec*	18%	Ridiculously bad beat-'em-up which is far too easy.
	SUPER BIRDIE RUSH (JAP) *Data East*	76%	Cartoony golf game which could be more playable.
SP10	SUPER BLACK BASS (JAP) *Hot B*	42%	Fancy going fishing on your SNES? You're very sad.
SP9	SUPER BOMBERMAN (JAP/UK) *Hudson Soft*	92%	Brilliantly manic four-player maze game.
SP1	SUPER BOWLING (JAP/US) *Athena*	48%	Bowling's too boring to make a decent SNES game.
SP1	SUPER CASTLEVANIA IV (JAP/US/UK) *Konami*	91%	Huge, atmospheric platformer with great sound.

	NAME, PUBLISHER	%	BRIEF DESCRIPTION
SP19	SUPER CHASE HQ (JAP) *Taito*	55%	A badly-made 'action' driving game.
	SUPER CHINESE WORLD (JAP) *Culture Brain*	?%	Basic RPG. Impossible to judge.
SP9	SUPER CONFLICT (US) *Vic Tokai*	49%	Boring and outdated hex-based wargame.
	SUPER CUP SOCCER (JAP) *Jaleco*	69%	See *Goal*.
SP19	SUPER CUP SOCCER 2 (JAP) *Jaleco*	60%	A Japanese footy sim that offers nothing new.
SP3	SUPER DOUBLE DRAGON (JAP/US) *Technos*	68%	Large variety of moves, but it's crap and too easy.
	SUPER DUNKSHOT (JAP/US) *HAL*	84%	Slightly confusing sim with fabulous 3D graphics.
SP9	SUPER DUNKSTAR (JAP) *Sammy*	55%	Basketball sim which plays okay, but looks primitive.
SP15	SUPER EMPIRE STRIKES BACK (JAP/UK) *LucasArts*	71%	Unoriginal sequel with lots of slow-down.
	SUPER EDF (JAP/US) *Jaleco*	68%	Pretty shoot-'em-up with some boring gameplay.
SP1	SUPER F1 CIRCUS (JAP) *Nichibutsu*	74%	Ordinary-looking racer which is fast and feels good.
	SUPER F1 CIRCUS (JAP) *Nichibutsu*	74%	Limited-edition version with real Grand Prix names.
SP13	SUPER F1 CIRCUS 2 (JAP) *Nichibutsu*	34%	The lack of other cars on the track makes this dull.
	SUPER F1 GRAND PRIX (JAP) *Video System*	44%	Unexciting racer with no two-player mode.
SP8	SUPER F1 HERO (JAP) *Varie*	49%	Racer with appalling graphics and no sense of speed.
SP11	SUPER FAMILY TENNIS (JAP) *Namcot*	83%	Polished four-player sim with limited controls.
	SUPER FIRE PRO WRESTLING (JAP) *Human*	56%	Dull-looking and too tough, but okay with two players.
SP7	SUPER FIRE PRO WRESTLING 2 (JAP) *Human*	72%	Crap on your own, great with a Multitap.
SP11	SUPER FORMATION SOCCER II (JAP) *Human*	70%	The four-player version of *Super Soccer*.
SP2	SUPER GHOULS 'N' GHOSTS (JAP/US/UK) *Capcom*	85%	Brilliant graphics (with slow-down), but it's frustrating.
SP11	SUPER HIGH IMPACT (JAP/US) *Acclaim*	74%	Stripped-down and enjoyable US footy game.
SP8	SUPER JAMES POND (US/UK) *Ocean*	79%	Lots of levels to keep you playing, but it's too juddery.
SP11	SUPER MARIO ALL STARS (JAP/US/UK) *Nintendo*	96%	Four brilliant *Mario* games on one huge cart!
SP1	SUPER MARIO KART (JAP/US/UK) *Nintendo*	93%	Four-games-in-one racer with great two-player mode.
SP2	SUPER MARIO WORLD (JAP/US/UK) *Nintendo*	94%	Repetitive backgrounds, but awesome challenge.
SP4	SUPER NBA BASKETBALL (JAP/US/UK) *Tecmo*	86%	Playable, accurate and comprehensive sim.
	SUPER NINJA (JAP) *Koei*	?%	RPG with ancient-looking graphics.
SP4	SUPER OFF ROAD (JAP/US/UK) *Tradewest*	63%	Limited overhead-view racer offering short-term fun.
SP14	SUPER OFF ROAD BAJA (US) *Tradewest*	69%	Fun for a while, but the lack of variety scuppers it.
SP1	SUPER PANG (JAP/US) *Capcom*	72%	Smart graphics, but really needs a two-player mode.
SP5	SUPER PARODIUS (JAP/UK) *Konami*	86%	Hilarious graphics make this a blast. Bit easy, though.
SP19	SUPER PINBALL: BEHIND THE MASK (JAP) *Meldac*	73%	Nice to look at, but very limited to play.
SP2	SUPER PLAY ACTION FOOTBALL (US) *Nintendo*	71%	Complex sim that is accurate rather than playable.
SP2	SUPER PROBOTECTOR (UK) *Konami*	90%	See *Contra 3*.
SP13	SUPER PUTTY (UK) *System 3*	84%	Fun, slick, and very weird, Amiga-derived platformer.
SP18	SUPER PUYO PUYO (JAP) *Banpresto*	91%	An addictive and completely brilliant puzzle game.
SP1	SUPER R-TYPE (JAP/US/UK) *Irem*	72%	Great-looking shooter which suffers from slow-down.
SP13	SUPER SLAP SHOT (US) *Virgin*	65%	Awkward-playing ice hockey sim with dodgy graphics.
SP1	SUPER SMASH TV (JAP/US/UK) *Acclaim*	84%	Frantic, ultra-violent blaster with hordes of baddies.
SP1	SUPER SOCCER (JAP/US/UK) *Human/Nintendo*	83%	Enjoyable, but flawed, sim with impressive graphics.
SP4	SUPER STAR WARS (JAP/US/UK) *JVC*	89%	Accurate, atmospheric and tough platform blaster.
SP8	SUPER STRIKE EAGLE (US/UK) *MicroProse*	61%	Disappointing flight sim with blocky graphics.
SP9	SUPER SUMO (JAP) *Namcot*	44%	Nice comedy graphics, but sumo is still dull.
SP6	SUPER SWIV (JAP/US/UK) *The Sales Curve*	82%	Slick two-player shooter. Good fun, if a little samey.
SP1	SUPER TENNIS (JAP/US/UK) *Tonkin House*	92%	Amazing range of shots and lots of tournaments too.
SP5	SUPER TETRIS 2 + BOMBLISS (JAP) *Bullet-Proof*	83%	A great conversion of the classic puzzler.
SP8	SUPER TOM & JERRY (US/UK) *High-Tech Expressions*	42%	Poor platformer with lots of slow-down.
SP10	SUPER TURRICAN (US/UK) *Seika*	80%	Fast, smooth shooter with some slick graphics.
	SUPER VALIS IV (JAP/US) *Telenet*	52%	Contrived, boring and linear platformer.
SP5	SUPER VOLLEY II (JAP) *Video System*	82%	Weird 2D volleyball sim with a wealth of moves.
	SUPER WAGAN ISLAND (JAP) *Namcot*	?%	Cute-looking, texty platformer. Impossible to judge.
SP12	SUPER WIDGET (US) *Atlus*	54%	Boring cartoon-derived platformer.
SP1	SUPER WWF (JAP/US/UK) *Acclaim*	74%	This would be fun if all the wrestlers weren't so similar.
SP19	SUZUKA 8 HOURS (JAP) *Namcot*	59%	Slow, hard to get into and lacks originality.
SP5	SUZUKI AGURI F1 (JAP) *LOZC*	72%	Well-presented racer, but the corners appear too fast.
SP8	SYO THE SEAL (JAP) *Takara*	79%	A cute platformer, but it's sometimes a bit empty.
SP5	SYVALION (JAP/UK) *JVC*	46%	Maze-based scrolling shooter which lacks challenge.
SP9	TAZ-MANIA (US/UK) *THQ*	54%	Run along the road, and, er... That's about it, really.
SP7	TERMINATOR (US/UK) *Mindscape*	59%	Average, film-based blaster with dark graphics.
SP19	T2: JUDGMENT DAY (UK) *LJN*	52%	A real waste of a license. Leave it on the shelf.
SP16	T2: THE ARCADE GAME (UK) *Acclaim*	71%	A smooth and addictive arcade game, but boring.
SP6	TEST DRIVE II: THE DUEL (US/UK) *Accolade*	58%	Racer which is difficult to control and not very exciting.
SP18	TETRIS BATTLE GAIDEN (JAP) *Bullet-Proof Software*	86%	A brilliant (and worthy) sequel to *Tetris*.
SP19	3D BASEBALL (JAP) *Jaleco*	63%	Too much Japanese text makes this difficult to play.
	THUNDER SPIRITS (JAP/US) *Toshiba EMI*	73%	Shoot-'em-up spoiled by slow-down.
SP14	TIME SLIP (UK) *Vic Tokai*	60%	Poorly executed platformer which is far too easy.
SP5	TINY TOONS (JAP/US/UK) *Konami*	89%	Lovable platformer with bags of variety and challenge.
	TKO BOXING (US) *Sofel*	38%	Well-presented sim with simplistic, boring gameplay.
SP3	TOP GEAR (JAP/US/UK) *Kemco*	76%	Lots of fast driving fun, but only with two players.
SP13	TOP GEAR 2 (UK) *Kemco*	74%	Nicely done, but offers nothing new.
SP14	TOTAL CARNAGE (UK) *THQ*	63%	*Smash TV* sequel which isn't as frantic as the original.





	NAME, PUBLISHER	%	BRIEF DESCRIPTION
SP9	TOYS (US) *Absolute*	24%	Sad and boring film conversion with awful graphics.
SP11	TRODDLERS (UK) *Storm*	79%	Addictive puzzler with an unfriendly learning curve.
SP8	TUFF E NUFF (US) *Jaleco*	78%	See *Dead Dance*.
SP2	TURTLES IV: TURTLES IN TIME (JAP/US/UK) *Konami*	84%	Great-looking beat-'em-up which can get repetitive.
SP15	TURTLES: TOURNAMENT FIGHTERS (UK) *Konami*	90%	Great beat-'em-up with lots of fighters and locations.
SP8	2020 SUPER BASEBALL (JAP) *KAC*	85%	Fun two-player sim with the addition of robots.
	ULTIMATE FOOTBALL (JAP) *Sammy*	51%	Limited and technically unadventurous US footy sim.
	ULTRAMAN (JAP/US/UK) *Bandai*	35%	Ridiculous-looking beat-'em-up.
SP9	ULTRASEVEN (JAP) *Bandai*	45%	*Godzilla*-type beat-'em-up which is funny but tacky.
SP7	UNCHARTED WATERS (JAP/US) *Koei*	37%	Incredibly boring naval strategy game.
SP1	UN SQUADRON (US/UK) *Capcom*	91%	See *Area 88*.
SP8	USA ICE HOCKEY (JAP) *Jaleco*	60%	Looks nice, but the slow-down makes it unplayable.
SP7	USHIO AND TORA (JAP) *Yutaka*	35%	Poor scrolling cut-'em-up with only two moves.
SP14	UTOPIA (US) *Jaleco*	86%	Absorbing *Sim City*-type affair with lots of depth.
SP2	VANNA WHITE'S WHEEL OF FORTUNE (US) *Gametek*	19%	A *gameshow* conversion? Oh dear.
SP13	VIRTUAL SOCCER (UK) *Hudson Soft*	87%	An excellent game of footy, but can get frustrating.
SP4	VOLLEYBALL TWIN (JAP) *Tonkin House*	76%	Plays solidly, but slow scrolling makes it frustrating.
	WAIALAE COUNTRY CLUB (JAP/US) *T&E Soft*	82%	Accurately depicted golf sim based on a real course.
SP7	WARPSPEED (US/UK) *Accolade*	32%	Very dated and crudely presented space shooter.
SP9	WAYNE'S WORLD (UK) *THQ*	26%	Awful platformer. The joke isn't funny any more.
SP5	WING COMMANDER (US) *Mindscape*	60%	Average conversion of overrated 3D space shooter.
SP13	WING COMMANDER: SECRET MISSIONS (UK) *Mindscape*	64%	A few extra bits, but not enough to make it fab.
SP2	WINGS II (JAP/US)/BLAZING SKIES (UK) *Namco*	71%	Impressive-looking WWI flying sim/shoot-'em-up.
SP17	WOLFENSTEIN 3D (UK) *Imagineer*	78%	A blocky, 3D blaster that's actually quite fun.
SP6	WORDTRIS (US) *Spectrum Holobyte*	40%	*Tetris*, but with letters. Needs luck rather than skill.
SP6	WORLD CLASS RUGBY (JAP/UK) *Imagineer*	74%	*Kick Off* with odd-shaped balls and stop-go gameplay.
SP14	WORLD HEROES (US) *Sunsoft*	77%	Not bad with two players, but something's missing.
	WORLD LEAGUE BASKETBALL (UK) *HAL*	84%	See *Super Dunkshot*.
	WORLD LEAGUE SOCCER (US) *Imagineer*	27%	See *Pro Soccer*.
SP10	WWF ROYAL RUMBLE (UK) *LJN/Acclaim*	79%	Flawed in one-player mode, but great fun with a mate.
SP14	WORLD SOCCER (UK) *Electro Brain*	29%	Confusing and shabby sim with a surfeit of Mode 7.
	XAK (JAP) *Sunsoft*	?%	Overhead-view RPG. Impossible to judge.
SP1	XANDRA'S BIG ADVENTURE (JAP) *Namcot*	85%	Tough platformer with versatile controls.
	XARDION (JAP/US) *Asmik*	26%	Platform shooter with crap graphics and sad gameplay.
SP6	X-ZONE (US) *Kemco*	55%	Another tedious Super Scope game.
SP11	YOSHI'S COOKIE (JAP) *Bullet-Proof Software*	76%	Fun *Tetris* clone with biccies instead of blocks.
SP12	YOSHI'S SAFARI (JAP) *Nintendo*	69%	At last, a decent Super Scope game. Bit easy, though.
SP16	YOUNG MERLIN (UK) *Virgin*	77%	A cute, colourful and enjoyable puzzle adventure.
	Y'S III (JAP/US) *Tonkin House*	72%	Fun RPG viewed from the side, but it's not very big.
	ZAN II (JAP) *Wolf Team*	?%	Incomprehensible strategy game. Impossible to judge.
SP2	ZELDA: LINK TO THE PAST (JAP/US/UK) *Nintendo*	93%	The definitive adventure game. Brilliantly designed.
SP19	ZOKU: THE LEGEND OF BISHIN (JAP) *Magifact*	58%	A shallow and lacklustre driving/beat-'em-up.
SP12	ZOMBIES ATE MY NEIGHBORS (US/UK) *Konami*	89%	Innovative, funny shoot-'em-up with lots of monsters.
SP16	ZOOL (UK) *Gremlin*	65%	Nice graphics and stomping music, but average overall.

The SUPER PLAY CLASSIC Collection

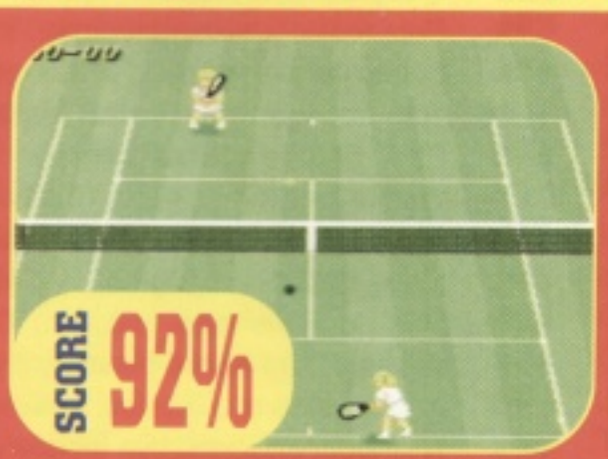
This fine month, we're looking at sports games which aren't anything to do with football.

THE IREM SKINS GAME

This is a golf game. It has nothing to do with shaven-headed, bovver-booted youths. Or people called Irem. As well as the traditional behind-the-golfer view, there are some lovely map-style overhead views of your progress. And you don't have to wait for ages as the background is drawn every time the ball reaches a new position. The game uses Mode 7 to magnificent effect, scrolling the countryside around smoothly and quickly in 3D.

The controls are simple and easy to use, but of course, you'll have to master the subtleties to be any good. *Irem Skins* is addictive and tricky enough to keep you playing, bringing down your handicap.

SUPER TENNIS



Ah, Wimbledon! The smell of willow on leather, the far-off chiming of strawberries and cream in the churchyard, and the ripple of applause as the ffench-Bartles arrive late in their Range-Rover.

Super Tennis is completely great and has the lot, even down to 3D spinnings as the players change ends. It's realistic, the ball animation's perfect and, oh, you've just got to play it to realise how good it is. There are loads of shots to play and the rallies are long and exciting enough to get you worked up.

Even the intro sequence takes what Jonathan Davies called at the time 'a ball's eye view of the action'. What's more, he wasn't trying to be clever.

NBA JAM

Tall men with brightly coloured vests and large bank accounts. That's basketball. And this incarnation of it is as yummy as a Creme Egg™ on a frosty day. Being a jam, there are only four players on court and the action is immensely fast-paced as the excellently-animated characters charge around looking cool and wearing vests.

The characters in the game are real basketball players (except Bill Clinton and Al Gore, who do something else for a living). It's very professional and slick, and if you've even the slightest interest in basketball, or you're just a high-speed thrill-seeker, you'll love the manic pace and excited commentary.

BACK ISSUES

ISSUE 19
Fatal Fury 2 reviewed; a *Mystical Ninja 2* guide; we visit Nintendo of Japan; plus! a free manga book. Wow!

ISSUE 1: SOLD OUT
Your complete guide to the SNES; *Super Mario Kart* reviewed; and a *Prince Of Persia* Super Player's guide.

ISSUE 2: SOLD OUT
Peter Molyneux's show report; a *Zelda III* guide; *Axelay* reviewed; and a baseball games special.

ISSUE 3: SOLD OUT
CD ROM and the future; *Mickey's Magical Quest* reviewed; and a guide to *Super Mario World.*

ISSUE 4
The adaptor test; *Human Grand Prix* reviewed; what is an FX chip?; and a guide to *Another World.*

ISSUE 5
Game Genie vs Action Replay; *Assault Suits Valken* reviewed; and a *Desert Strike* guide.

ISSUE 6
Starfox previewed; *Super SWIV* reviewed; a *Street Fighter II* guide; and lots on the world of manga.

ISSUE 7
Interview with Argonaut; *The Addams Family* and *Starfox* reviewed; and a fantasy game special.

ISSUE 8
Pop'n Twinbee and *James Pond* reviewed; a player's guide to *Starfox*; and a driving game special.

ISSUE 9
Loads on *SFII Turbo*; the *Super Bomberman* challenge; an *Addams Family* guide; and more!

ISSUE 10
Fixing your SNES; *Final Fight* and *Striker* reviewed; a report from the CES; and a *Mystical Ninja* guide.

ISSUE 11
Super Mario Collection, SFII Turbo and *Mortal Kombat* reviewed; a guide to *Final Fight 2*; and much more!

ISSUE 12
A fantasy game special; an interview with Nintendo Hotline; and part one of the *Mario Collection* guide.

ISSUE 13
A football special, *Jurassic Park, Top Gear* and *Lamborghini* reviewed; and third-party politics.

ISSUE 14
NIntendo's pricing policies; the horror of anime; *Sky Blazer, Clayfighter* and *Plok!* reviewed; and more!

ISSUE 15
What's in store for 1994; *Aladdin* reviewed; and a *Jurassic Park* Super Player's Guide. Hurrah!

ISSUE 16
R-Type II and *NBA Showdown* reviewed; those Rik Mayall ads; and more SNES troubleshooting.

ISSUE 17
Mega Man X and *NBA Jam* reviewed; Nintendo rap; *Solstice II: Equinox* and *Shadowrun* guides. Cor!

ISSUE 18
CES news; *Lufia, Super Puyo Puyo* and *Soccer Kid* reviewed; and a *Turtles* player's guide.

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Yes, these pages of *Super Play* are all yours. You can tell everyone about your fanzine, sell or swap your games, or just say hi to a mate. And it's all completely free!

SUPER MARKET

HARDWARE FOR SALE

● 14" colour monitor/TV (Ferguson T/X). Black casing with SCART and RGB, perfect picture. As new, £95. Leeds area. Tel: (0532) 503291.

● Acorn Electron computer for sale, includes keyboard, tape deck and many games. Only £10. Buyer must collect. Tel: (05242) 41305.

● AIWA walkman, HS-TEO, including LCD clock/radio display, Dolby NR auto reverse stereo cassette player, super bass, in-the-ear headphones and much more. Perfect condition. £45 ono. Tel: (081) 948 0332.

● Amstrad CPC for sale, monitor, joystick and over 70 games. Sell for £100. Mint condition. Tel: (0829) 732720, after 4pm.

● Amstrad CPC 464, includes monitor, joystick and 23 games. £40 ono. Also *Super Mario All Stars* for SNES (unboxed) with instructions. £30 ono. Tel: (0245) 400810.

● Arcade machine, two-player and PCB (machine is a few years old), £200. Neo Geo, one convertor, memory card and Magician Lord, £200. Tel: (0582) 562672, after 6pm.

● Atari 520 STFM for sale with over 75 games, one joystick and mouse. Also tons of mags. Boxed, in perfect condition. £350 ono. Tel: (081) 311 7732.

● Aviator joysticks for sale, in mint condition, unboxed, compatible with Master System and all computers. Worth £30, will sell for £10. Must be able to collect. Tel: Chris (051) 677 7367.

● Commodore 64, over 100 games, includes *Music Maker* and joystick. This is a bargain at £40. Tel: (0429) 881511.

● Game Boy and *Zelda*, *Blades Of Steel*, AC adaptor and carry case, with instructions. £50. Tel: Zenna (081) 887 0931.

● Game Boy with 110 games and boxes, etc. Complete with all it came with. Sell for £120. Tel: (0707) 326420.

● Game Gear for sale with nine games, Master Gear and mains adaptor, only £120 ono. Buyer must collect. Wiltshire area. Tel: (0722) 331680.

● Sega Mega Drive with two joypads (one turbo fire) and six great games, including *F1*. £150 ono. Tel: John (0582) 413129.

● Mega Drive for sale, eight games and £60 worth of magazines. Games include *Road Rash II* and *Chakan Immortal*. Sell for £250 or swap for Amiga 600 or Atari STE 1040. Tel: (0872) 863025.

● Mega Drive for sale, including *SFII Special Championship Edition*, *Greendog* and six-button joypad. All in good condition. Tel: (0258) 472996.

● Mega Drive for sale with *JM Football*, *Mickey Mouse*, *Space Harrier*, *Budokan*, *Wonderboy 3*, *Sonic*, *GP Monaco*, also with two joypads and one joystick. (Japanese and *Mickey Mouse* JAP). Tel: (081) 993 4923.

● For sale: NES Control Deck, three great games and Advantage joystick. All with instructions, good condition. Sell for £35 ono. Tel: (0634) 867998.

● NES for sale, includes nine games, Game Genie and NES Advantage joystick. I'll sell for £100. All boxed. Tel: (0582) 571782.

● Quick sale. Bargain. Nintendo 8-bit, gun and controllers, approximately 40 games, including: *Mario 1*, *2*, *3*, *Zelda* and many more classics. Worth over £1,500, sell for £330. Tel: Jim (0227) 793570, after 6pm.

● PC Engine (PAL) with CD ROM, 19 top games. Sell for £250. Tel: (0734) 418130.

● JAP SCART Famicom, nine games, three pads (one ASCII) and convertor. All boxed as new. £350. Tel: Duncan (0382) 25395.

● Super Famicom (SCART with PAL booster), *Super Mario Collection*, *SFII Turbo*, *Super Tennis*, *Starfox*, *UN Squadron*, convertor, *Super Play* issues 1-14. Excellent condition, £200 cash. Tel: (081) 642 9820.

● Super Famicom, PAL converted, one pad, AC adaptor, boxed, universal convertor. £70 plus £5 p&p. Tel: Pete (0283) 702778.

● Super Famicom, includes 40 games: *Secret Of Mana*, *Mystical Ninja 2*, plus more, for £395. Tel: Simon (0227) 366743, weekdays after 4pm.

● Super Famicom (SCART) with Philips colour monitor, two joypads and nine games (JAP), perfect condition, boxed, leads. All for £230. Tel: (0937) 574678, after 4pm.

● I will sell my SNES Scope for £30. I will also sell my Game Gear with AC adaptor and two games for £70. Tel: (0280) 701551.

● UK SNES for sale, two joypads, Scope 6, *Super Mario Kart* and *Super Bomberman*. £100. Tel: Mark (0533) 607331, after 5pm.

● UK SNES with seven games for sale: *Mario Kart*, *Starwing*, *Desert Strike*, *Batman Returns*, *Axelay*, *Probotector*, *Prince Of Persia*, two joypads, convertor and hi-fi lead. All boxed. £220 ono. Tel: (0252) 623926.

● UK SNES for sale with one pad and nine games: *Starwing*, *Super Star Wars*, *Super Kick Off*, *PGA Tour Golf*, *Sim City*, and more. All worth £520, will sell for £320 ono. Tel: (0293) 784444.

● SNES for sale with *Mario Kart*, *Mario World* and *Mario All Stars*. Original boxes for all. Worth £220, sell for £85. Leeds area. Tel: (0532) 863137.

● UK SNES plus eight games including: *Street Fighter II Turbo*, *Super Bomberman* and *Mario All Stars*, two controllers, Action Replay, convertor and carry case. Will sell for £180, no offers. Tel: (0922) 683419.

● SNES for sale, *SFII Turbo*, *Turtles Tournament Fighters*, *King Arthur's World*. Boxed with instructions. £90. Tel: (0227) 365985.

● UK SNES, 13 games, including *Starwing*, *UN Squadron*, *SFII* and *Lemmings*, joypads and convertor, boxed. Worth £800, sell for £320 ono. Tel: (081) 491 0869.

● UK SNES, eight games, two control pads, stereo lead, very good condition. £210, or swap for an Amiga 1200. Tel: (0533) 898985.

● Super Nintendo with 10 great games, two joypads and convertor. Only £300. Tel: (0835) 863811, 5pm-6.30pm.

● UK SNES for sale with eight good games including: *Street Fighter II Turbo* and *Secret Of Mana*. Worth over £500, sell for £250 ono. Tel: (0229) 586553.

● SNES with 15 games, including *Mario Kart*, *Starwing*; also Action Replay, *Mario Paint*, loads of mags. £575 ono. Tel: (0873) 858255.

● JAP SCART SNES, *Super Mario Kart*, *SFII*, *Castlevania*, *Turtles*, *Axelay* and convertor. Excellent condition. Asking price: £130. Tel: Taj (081) 470 3666.

● UK SNES, four joypads, adaptor, joystick, SCART lead, six games including *SFII Turbo*, *Mario Kart*, *Bomberman* and *Mortal Kombat*. £300 ono. Tel: (0709) 382022.

● SNES in mint condition with Pro Universal Adaptor and 13 top titles: *SFII Turbo*, *Mario Kart*, *Bomberman*, *Mystical Ninja*, etc. All got 90% or over. £450 ono. Tel: (0253) 760540.

● SNES for sale (boxed), with *Mario All Stars*, *Mario World*, *Bomberman* and *Mario Kart*. Bargain at £160. Tel: Chris (0403) 272122.

● UK SNES for sale, nine games including: *Mario*, *Axelay*, *Star Wars*, *Chuck Rock*, *Contra 3*, *Joe & Mac*, *Golf*, *Smartball*, *Addams*, two pads, all leads, boxed. £200 ono. Tel: (0484) 864152.

● UK SNES, Super Scope, *Prince Of Persia*, *Blazing Skies*, *Super Mario All Stars*, *Pilot Wings*, and Nintendo Scope 6. £150 ono. Tel: Chris (0742) 510600.

● UK SNES with 10 games including: *Flashback*, *SFII*, *Nigel Mansell*, *Mortal Kombat*, *NHLPA Hockey '93*, professional joypad, two normal joypads, joystick. Only £375. Tel: (081) 579 4541.

● UK SNES, two control pads, all leads, all boxed, mint condition, five games: *SFII Turbo* (limited edition), *Starwing*, *Zelda III*, *Mario Kart* and *Mario World*. Issues 2-18 *Super Play*. £210 ono. Buyer collects. Tel: (0904) 640953.

● US SNES, two controllers, 30+ games: *Jurassic Park*, *Mario Kart*, *Pilot Wings*, *Mickey's*, *Star Wars*, *SFII*, *NBA Jam*, *Zelda*, *Alien³*, *Mario All Stars*, *Starfox*, etc. £550. Tel: (0722) 339678, after 7pm.

● UK SNES for sale, eight games, including: *Mario All Stars*, *Mario Kart*, *SFII Turbo*, *Starwing*; two joypads, adaptor, loads of mags. All £230. Tel: Gordon (041) 776 5639, weekdays 5pm-6pm.

● UK SNES for sale with five games: *Actraiser*, *Starwing*, *Striker*, *Jimmy Connors' Pro Tennis Tour*, *Flashback*; *Super Play* issues 8-16, plus different magazines. £160. Also US games *Wing Commander* £10 and *Cool Spot* £30. Tel: (081) 556 2526.

● US SNES, SCART lead, PAL booster, two pads (one ASCII), Action Replay, *SFII*, *SFII Turbo*, *Mario Kart*, *Mario All Stars* and *Secret Of Mana*. £250. Tel: (0296) 712237.

● US SNES, two pads, 10 US games, adaptor for UK and JAP games, AC adaptor. Worth £500-£600, sell for £300. Tel: (0767) 682111.

● US SCART SNES with *SFII* (US), *F-Zero* (UK), two joypads, cart adaptor. All in mint condition. £120 ono. Tel: John (0663) 733281.

● UK SNES, excellent condition, four games, all boxed with instructions, two joypads. Games are *Mario World*, *SFII Turbo*, *Sim City* and *Bomberman*. Only £135. Tel: (0946) 831242.

● UK SNES, two pads, *SFII Turbo*, *Mario Kart*, *Mario All Stars*, *Starwing*, *Desert Strike*, *Super Tennis*, *Mario World* and convertor. £180 ono. Tel: Mike (021) 693 5246, after 6pm.

● SNES (UK), second control pad, *Mario All Stars*, *Mario Kart*, *Super Star Wars*, *Zombies* and warranty. £200. Must collect. Bucks area. Tel: Alex (0494) 533990.

● SNES for sale with three good games, universal convertor and two pads. Buyer must collect, Wiltshire area. Only £110. Tel: (0722) 331680.

● US SNES with joypads and loads of games inc: *Desert Strike*, *Zelda 3* and *Sensible Soccer*. Phone for prices. Tel: Rakesh (071) 987 4269.

● UK SNES, 14 games (90%+); with Multitap, convertor, AV leads. Worth £850, sell for £500 ono. Games are all classic chart toppers. Tel: (0403) 262909.

● US SCART SNES, two ASCII pads, PAL booster, convertor, games include *Tournament Fighters* (UK), *Ranma 1/2* (US), *Star Wars* (US), *Mario Kart* (US), *Bomberman* and 'Tap (US). Sell for £250 ono. All in good condition. Plus *NMS* mags 2-18. Tel: (0387) 57492.

● SNES for sale with *Street Fighter II*, extra joypad, carry case. Worth £200, sell for £100. Also for sale *SFII Turbo* £40, *Tiny Toons* £35, *Striker* £30, *Joe & Mac* £30, *Mario Kart* £25, *Super Tennis* £25 and *World Class Rugby* £30. Or all for £260 ono. Tel: (09847) 340.

● Topfighter joystick for sale, very good condition, £30. Pro Action Replay £22, universal convertor £6. Tel: Rob (0246) 276073.

● Universal adaptor plays *Mario Kart*, £5, Famicom to US bridge adaptor £5. Tel: (0524) 414456.

GAMES FOR SALE

● *Bomberman* for sale, in mint condition, only £40 ono. Tel: Will (0246) 232338.

● *Secret Of Mana* (US) in perfect condition, £45. Tel: Daniel (081) 868 8445.

● *Pilot Wings* (US) £20, or swap for US or JAP *Mario Kart*. Also Amiga and PC games. Tel: Benny (081) 842 2879.

● US SNES games, mint condition: *Super Empire Strikes Back* and *Actraiser 2*. £40 each ono. Tel: (031) 228 2683.

● I will swap both *Double Dragon* (US) and *Mario 4* (UK) for *Mario Kart* or *Mortal Kombat*, or will sell for £15 each. Tel: (0827) 880942.

● UK SNES games for sale: *UN Squadron*, *Super Aleste*, *Zombies*. Tel: (0491) 572224.

● *Street Fighter II* plus convertor (US & JAP). Mint condition. Worth £80, sell for £40. Tel: (0829) 732720, after 4pm.

● *Starfox*, *Tecmo Super NBA Basketball*, *Super Star Wars*, £25 each (all US). PAL booster plus lead £15. Tel: Paul (0403) 260747, after 6pm.

● UK versions of *Sim City* and *Krusty's Super Fun House*, £17.50 each. *Top Racer* (JAP) £13. Tel: Kimwen (081) 691 7456, after 5pm.

● For sale: *Alien³* (US) £32, *Rival Turf* (UK) £27 and Action Replay £22. Tel: Gavin (0792) 813952.

● Super Famicom games, all priced between £10 and £20. 18 superb carts including: *Contra*, *Tiny Toons*, *Castlevania IV*, *SFII*. All boxed and in brand new condition. Tel: (0753) 892441.

● *SFII Turbo* £40, *Starfox* £30, *Mario All Stars* £35, *Space Megaforce* £15, *Smash TV* £15. All US versions. Mint condition. *Super Probotector* (UK) £15. Tel: Bill (0932) 761556.

● SNES games for sale: *Starwing*, *Mortal Kombat* and many more. Phone for more information. Tel: Jonathan (0205) 364458, after 5pm.

● *SFII* (US), *WWF*, *Star Wars*, £20 each. *Super Tennis*, *Zombies*, Action Replay, £25. Game caddy and dust cover, £5 for both. Tel: (0483) 768354.

● *Street Fighter II Turbo* and *Starwing*, both UK with manual and box. Top quality condition. Sell for £30 ono, or swap for UK *Sensi Soccer* or *NBA Jam*. Tel: Sean (0358) 721414.

● *SFII Turbo* (US) £40, *Royal Rumble* (US) £40, *Axelay* (JAP) £20, convertor £5. All mint condition. Tel: Andrew (0633) 601109.

● For sale: *Lemmings* (US) and *Prince Of Persia* (US). Sell for £30 each, or swap for *Striker*, *SFII Turbo* or *Super Tennis*. Tel: (0638) 662638.

● *Sensible Soccer* (UK) £30, *Phalanx* (JAP) £20, *Super Tennis* (UK) £20. Tel: Mark (0742) 668547.

● *Zelda* (US), *Super Tennis* (US), for £20 each. Plus *2020 Baseball* (US), *Pop'n Twinbee* (JAP), £25 each. Tel: (0252) 331895.

● *Super Mario World* and *Bulls vs Blazers*, both UK, £20 each. Also TCR (like Scalectrix), very fast, £20. Tel: Nick (0799) 527773.

● SNES games for sale: *Bubsy* (US) £22, *Axelay* (UK) £20 and *Smash TV* (UK) £20. Boxed with instructions, good condition. Tel: (081) 390 3097.

● US SNES games for sale: *Zelda III* £25, *Alien³* £20, *Final Fight* £10, *SFII* £20, *Super Wrestlemania* £10. Merseyside area. Tel: (051) 259 6692.

● *Street Fighter II Turbo* (US) £35, *Street Fighter II* (JAP), mint condition £25, *Super Star Wars* and *Parodius*, £25 each. Or the lot for £90. Make me an offer. Tel: Rob (0782) 819653.

● *Starwing* (UK) £25, *Tiny Toons* (US) £25, *Axelay* (US) £20, *Pop'n Twinbee* (UK) £30, *Super Star Wars* (UK) £25, *Super Bomberman* (UK) £35. Tel: Mike (0224) 630625, 4pm-8pm.

● JAP: *Spanky's Quest* £15, *R-Type* £15, *Area 88* £20, *Tiny Toons* £20, *Star Wars* £20. US: *Alien³* £25. UK: *Mortal Kombat* £25. Tel: Tommy (0753) 547452, after 5pm.

● Sell *Zelda III* (with box and instructions) £23 and *Mario World* (no box) £13, or swap for *SFII*, *SFII Turbo*, *Mario Kart* or *Axelay*. Tel: Graham (0764) 654732.

● *Desert Strike* (UK) £25, *Amazing Tennis* (UK) £25, *Batman Returns* (UK) £30, *Mario 4* (no box) £8, *SFII Turbo* (US) £40. Tel: (081) 304 7417.

● *Royal Rumble* (UK) £35, or swap for *Zombies*. *Bart's Nightmare* (UK) £20, or swap for any decent game. Tel: Daniel (0761) 417302, after 6pm.

FANZINES

● *Game Swaps*. All the hints and tips for the latest games on any consoles. Phone for information pack. Tel: (091) 565 8000.

● New fanzine needs contributions, science fiction, fantasy, horror, especially stories; also artwork, comic strips, articles, etc. Tel: Simon (051) 252 0764.

● Anime fans urgently needed. Would you like to write regularly for my fanzine, *Anime Nation*? Give me a call to discuss how you can contribute to the British anime fandom explosion. Tel: (0443) 201731, after 6.15pm.

● Complete list of SNES cheats. Over 200. Please send an sae to 11A Rook Lane, Chaldon, Caterham, Surrey CR3 5AN.

● Do you want the latest news, views and reviews about the Super NES? Buy *SNES Gaming Today*. Send 50p and a large sae to Paul Ganley, 13 Endrick Drive, Bearsden, Glasgow G61 2EA.

● Amazing launch issue of *CACG* – a very professional and humorous new fanzine. 66 A4 pages cover SNES, Amiga etc, interviews, stunning features. Plus! Win £30 of prizes. Send £2 to Nathan White, 3 New Street, Chase Terrace, Walsall WS7 8BT.

● For sale: *Zelda III* (UK) £25, *Batman Returns* (JAP) £20, *Star Wars* (JAP) £25, *Mickey's Magical Quest* (JAP) £25, *SFII* (UK), unboxed, £20. Tel: Alan (0705) 738586.
● For sale: *Flashback*, *Mario All Stars* (US), for £30, *Zombies Ate My Neighbors* £35, or swap for *Shadowrun* or *Sensible Soccer*. Tel: (0299) 851512.
● SNES games for sale: *Axelay* (UK) £20, *Batman Returns* (UK) £20, *Super SWIV* (UK) £20, *Mortal Kombat* (UK) £30, *Mickey Mouse* (UK) £25 and *Aladdin* (UK) £25. All boxed with instructions. Tel: (0443) 673303.
● Selling my collection of UK games. All in mint condition, including: *Empire Strikes Back*, *Sensible Soccer*, *Wolfenstein*, *Flashback*, *SFII Turbo*, *Zombies*, etc. 15 games in all. £28 each or take all 15 for £19 each. Tel: (0934) 518571.
● *Super Ghouls 'n' Ghosts* (JAP) and *SFII* (UK) for sale, £50 with free convertor. Also Casio SA20 keyboard and over 60 mags, some first issues for sale, loads of *2000AD*s. The lot for £90. Tel: William (0868) 759622.
● *Super Star Wars*, *Madden '93* (UK), £25 each, boxed with instruction manuals. All games in mint condition. Tel: Rich (0639) 814172, after 5pm.
● SNES games for sale: *Contra 3* £20, *SFII* £20, both with instructions, but *SFII* without box. Tel: (081) 527 0729.
● For sale *Starflight* (US) £15. *ESWAT* (JAP) £10, *Sonic 1* (JAP) £10, *Zero Wings* (JAP) £10. All boxed with instructions. Tel: (081) 555 3755.
● *Super Bomberman* £30, *SFII Turbo* £37, *Another World* £22, *Pilot Wings* £20, all UK, boxed with instructions and in good condition. Tel: (0932) 787598.
● *F-Zero*, *Parodius*, *Sim City*, *Zelda III*, *Pilot Wings* (US), *Castlevania IV* (US), *Krusty's Fun House* (US). Boxed with instructions. All for £250. Tel: (0506) 845042.
● Games for sale, JAP: *SFII*, *Lemmings*, *Super Mario 4*, *Ranma 1/2*, *King Of Rally*, *Super Wrestlemania*, *Rushing Beat Run*, *Final Fight Guy*. US: *Mario Is Missing*. Tel: Louis (081) 202 3762.
● UK SNES games for sale: *Street Fighter II* £30, *The Lost Vikings* £35, *Super Star Wars* £32, *Mickey's Magical Quest* £30. All in excellent condition with instructions. Tel: (0962) 880937.
● For sale: *SFII* (instructions, no box) £25, or swap for *Royal Rumble*. Tel: (0733) 240970.
● SNES games for sale. Excellent condition, boxed with instructions. Latest games for half price. £30 each (negotiable). Tel: (0270) 841336.
● *Contra 3* (*Super Probotector*) (US) for sale, £15 only. Boxed with instructions. I may also swap for any good games. I also need a Game Boy. Tel: (081) 693 3545.
● Games for sale: *WWF* (UK) £20, *Final Fight* £25, *Mario Kart* £25, *Star Wars* (JAP) £25, *Shadowrun* (US) £25. Tel: Leo (0443) 450319, 3.30pm-5.15pm.
● Bargain time! *Super R-Type* (UK) £10, *Desert Strike* (UK) £20, *Prince Of Persia* (US) £20, Pro Action Replay £20 (comes with free book of codes). Phone any time in day. First come, first served. Tel: Paul (0928) 713491.
● Super NES broken. Fed up. All my games for sale. All good stuff. £25 to £35 each. Tel: Mick (0374) 491663.
● Action Replay £20, *Mario Kart* (US) £25, *Mario All Stars* (US) £25, *SFII* (JAP) £20, *SFII Turbo* (JAP) £25. Tel: Paul (0296) 712237.
● *Street Fighter II Turbo* (US) and adaptor, £50. *Super Mario All Stars* (UK) £35, Action Replay £35, *Project X* (Amiga) £15, *Formula 1 GP* (Amiga) £20. All very good condition. Tel: (081) 647 8416.
● SNES games for sale: *Pilot Wings* £10, *Dragon's Lair* £12, *Actraiser* £15, *Street Fighter II* £10, *Mario World* £10. All games boxed. Tel: (0344) 24516.
● SNES games for sale. *Probotector* and *Prince Of Persia*, £30 each. Both UK with boxes and instructions. Tel: (0476) 860007.
● For sale: *Flashback* (UK) and also *Royal Rumble* (UK), £50, or swap both for *Sensible Soccer*. Tel: (0902) 791404.
● For sale: *Exhaust Heat II* (JAP), *Kikikaikai* (JAP, *Pocky & Rocky*). Both in mint condition, £25 each or both for £45. Plus free manga video *Wicked City*. Wow! Can't beat that. Tel: (0532) 571566.
● SNES games for sale: *Ranma 1/2* (UK) £25, *Pop'n Twinbee* (UK) £25, *Kikikaikai* (JAP) £28, *Turtles Tournament Fighters* (UK) £30, *SFII* (US) £20. Tel: (081) 399 0694.
● For sale: *Mickey's Magical Quest* (PAL) and *Nigel Mansell's World Championship Racing*. Both for SNES, £35 each ono. Tel: Robert (0529) 421579.
● I will sell *Addams Family*, *Wrestlemania* and *Bart's Nightmare* for £25 each. Fully boxed, in mint condition. (PAL versions.) Tel: (0372) 842572, after 6pm.
● *Pugsley*, *Desert Strike*, *Wayne's World*, *Super SWIV*, £20 each. *Starfox*, *Mario All Stars*, £25 each. Tel: Chris (0222) 220183 term time, or (0865) 300184, holidays.
● Games for sale: *Axelay* (JAP), *Gradius 3*, £20 each. *Exhaust Heat 2* £25. *Starfox* (US), *Batman Returns*, *Pilot Wings*, *SFII*, £22 each. *SFII Turbo* (US) £26, *F-Zero* (UK), *Castlevania IV*, £20 each. Tel: Rob (0246) 276073.
● *Street Fighter II* (UK) with training video. UK PAL (VHS). Both excellent condition, £35 ono. Tel: Nigel (0858) 464035, after 6pm.
● Amiga games, loads of 'em. Mostly *Amiga Format Gold* winners! Full price titles £10 each. Budget titles £2 each. They must go. Tel: (0635) 869871, after 6pm.
● Games give away: Unboxed but with instructions, hence low prices: *Super Soccer* £17, *R-Type* £15, *Mario World* £15, *Zelda* £20, *Desert Strike* £20, *Street Fighter II* £20, *Castlevania* £20. Tel: (0494) 537096.
● Perfect condition SNES games for sale: *Striker* (UK) £35, *Tiny Toons* (US) £30, *Pocky & Rocky* (*Kikikaikai*) (US) £30, *Super High Impact* (US) £25. Will consider swapping any of the above for *Rock 'n' Roll Racing*, *NBA Jam* or *Mystical Ninja 2*. Tel: (081) 697 6453.
● UK games for sale: all in mint condition: *Zelda III* £30, *Starwing* £30, *Star Wars* £30. Also have £50 worth of WH Smith vouchers going for £43. Tel: (0392) 219628.

WANTED

● Wanted: *Manga Mania* number 1. Tel: Chris (0243) 821345.
● Wanted: *Empire Strikes Back* (US), *Secret Of Mana* (US), *R-Type III* (US), *Mortal Kombat* (UK), *SFII Turbo* (UK). Must be boxed. Willing to pay a decent price. Tel: (0227) 792105.
● Wanted: *Super Play* issues 1-10. Must be in good condition. Good price paid. I might consider 1-3 only. Tel: (081) 882 2911, after 5pm.
● Urgent. Wanted: *Aerobiz* for SNES. Will swap for *Kick Off* or *Sensible Soccer*, or may consider buying it for a reasonable amount. Tel: (0924) 890689.
● Wanted: *X-Zone* and *NBA Jam*. Have GamesMaster 2 convertor for sale or swap. Tel: (0203) 333334.
● I need *Super Play* issue 2, or the first part of the solution to *Zelda*, if anyone could photocopy it please. Tel: (0904) 796962.
● I will give £15 to the first person who will sell me *Super Mario World* for my UK Super Nintendo. Tel: (0223) 262894.
● Wanted: Game Boy game *Motorcross Maniacs*. Will swap for *Paperboy* or buy for £5. Tel: Jim (0227) 793570, after 6pm.
● Wanted desperately: *Super Bomberman* (US), preferably without Tap. Will pay up to £25. Tel: Bill (0246) 239066, until 9pm.
● Urgently needed. UK Neo Geo, two joysticks, one or two good games. Swap for expensive multidiscs hi-fi. Tel: Norm J (0652) 688255.
● Wanted: *Legend Of The Mystical Ninja* (US). Will pay £25. Also wanted: Pro Action Replay. Will pay £20. Tel: (0823) 278306.
● Chinese Jackie Chan films wanted. Will swap for *City Hunter*, *Police Story 3* and *Dragon Ball Z* (all Chinese). Tel: (0234) 841858.

MESSAGES AND EVENTS

● I have lots of issues of magazines including *Total!*, *Super Play*, *GamesMaster* and *Mean Machines*. The lot for £25. Tel: (081) 579 4541.
● *Super Play* issues 1-17 inclusive. All in mint condition. A bargain for the ultimate collection of mags. £50. Tel: (0255) 851365.
● *Super Play* issues 1-16, immaculate, £25. *Cybernator* (US) £30, or £50 the lot. Crystal Palace area. Tel: Richard (081) 768 0076.
● Mags for sale: *Super Play* (4-10) £3 each, *NMS* (4-7) £3 each, (8-12) £2 each, *Mean Machines* (2-6) £5 each, (8-15) £3 each, (17-24) £2 each. Prices include postage. Tel: (0532) 503291.
● Game music on tape for sale. All the latest releases, £4-£5. Phone for more details. Tel: Ben (0484) 519733.
● Hi to DJPJ, Fat Steve, Beefy Ryan, Hoady, Cookie Crew, Sticks, Arnie, Widey and Emma B. All at Bungay – Ben.
● *Total!* magazines (1-5) £10, (6-10) £6, (11-26) £3. Or all for £60. Tel: Gavin (0792) 813952.
● *Super Play* 1-17 for sale. Excellent condition. £20. Buyer collects. Tel: Luke (0473) 787749.
● For sale: 62 magazines. *Total!* (2-7, 11-16), *NMS* (1-3, 6-12, 16-18), *Zone* (8 & 9), *Mean Machines* (15, 17-20), *N-Force* (1, 2, 4, 6), *SNES Force* (1 & 2), *GamesMaster* (2) and 24 *CVG*s, including rare issues. All 62 for £50. Tel: (0483) 488840.
● Hey! Dawn Lee of Halesworth, Suffolk. You look gorgeous every day. Lets go out with one another – Ben.
● Magazines for sale: *Super Play* (3, 4, 7-17) £25, *Mean Machines* (13-24) £25, *NMS* (1-18) £40, *CVG* (87-146) £60, *Ace* (34-55) £50. Plus! *Complete Guide To Consoles* (1-4). Tel: Zenna (081) 887 0931.
● Please phone if you want to swap anime. I have a huge collection. Also *SFII* (Cantonese film with subtitles) for sale, £8. Does anyone have any English *Jaoeman* comics for sale? Will pay good price. Tel: Kenny (041) 639 3783.
● *Super Play* mags wanted in exchange for *Total!*, *Super Pro*, *NMS*, *CVG* etc. Atari ST mags for sale and many others. Tel: (0226) 712055.
● Manga collection for sale: *3x3 Eyes* 1 & 2, *Fist Of The North Star*, *RG Veda*, *Ako Project*, *Odin*, *Judge*, *Crying Freeman 1*, *Ultraman*, *Heroic Legend Arislan*, *Urotsukidoj 1*, *Bubblegum 1*. Whole collection £90 ono. Tel: (071) 373 0195.

SWAPS

● I will swap *Tiny Toons* (UK) for *Zombies*, *Zelda III*, *Bomberman*, *Mystical Ninja* or *Mortal Kombat*. Tel: Dave (0892) 783182, after 4pm.
● I will swap my Master System with six games, good condition, for an Amiga 500, no games just leads, or will sell for £80 ono. Tel: (0505) 337597.
● Dear whoever is reading this, I desperately want *Starwing*. Will swap for *SFII* or *Super Probotector*. Tel: (051) 727 3154.
● Swap my *Super NBA Basketball* (UK) for *Mr Nutz* or *Zombies*. Tel: (0703) 734710.
● *Dragon's Lair*, *Super Tennis*, *Desert Strike*, swap for *Bomberman*, *Zombies*, *Rock 'n' Roll Racing* or *Star Wars*. Must be UK and boxed with instructions. Tel: Julian (081) 445 8113.
● Swap my *Mario All Stars* for your *Super Bomberman*. Also swap my *Super NBA* for your *F-Zero* or *Desert Strike*. London only. Tel: (081) 220 0989, after 6pm.
● I will swap *Starwing*, *Super Star Wars*, *Goof Troop*. I want: *Clayfighters*, *Solstice II*, *Boxing Legends Of The Ring* or *Sensible Soccer*. Tel: (061) 684 7327.
● Swap *Madden '93*, mint, (UK) for *Super Tennis*, *Batman Returns* or *Jimmy Connors Tennis*. Must be in excellent condition and UK. Or sell for £20. No offers. Tel: (081) 789 0351.
● I want *Lethal Enforcers* with two guns for the SNES, you can have any three of these: *Super Tennis*, *Street Fighter II*, *Starwing* or *John Madden*. Tel: (0993) 830711.
● I will swap my *Super SWIV*, *Nigel Mansell* or *Street Fighter II* for your *Super Bomberman*. Tel: Andrew (0467) 863448.
● Swap *Super Mario Kart* for *Cybernator* or *Addams Family 2*. Must be UK. Tel: (0244) 813229.
● *Cybernator* (US) to swap for *Actraiser* (UK please), or sell for £25. Northamptonshire only please. My game is boxed with instructions. Tel: (0832) 735144.
● Part-exchange your SNES games for £3, eight titles to choose from, all boxed with instructions. Tel: (0623) 646694.
● I will swap *Aladdin* (UK) or *Super SWIV* for *Wing Commander* (UK). Tel: (0203) 673645.
● Swap my UK SNES with *SFII*, *SM Kart*, *Mario All Stars*, *Aero The Acrobat* for your US SCART SNES with two top games, or sell for £200. Tel: (081) 539 7245, after 5pm.
● SNES games to swap: *NHLPA '93* (UK), *PGA Golf* (UK), for *Bomberman* (UK), *Striker* (UK), *Royal Rumble* (UK) or *Mario Kart*. Tel: (0222) 860241.
● 14 manga videos and seven original posters, all English. Swap for PC Engine/Core/GT portable, must be SCART with games. Tel: (0527) 597415.
● I will swap *Mortal Kombat* (UK) for *Jurassic Park* (UK) or *Cybernator* (UK). Must collect, I live in Catterick. Tel: James (0748) 834963.
● Swap my *Jurassic Park* (UK) for *Rock 'n' Roll Racing*, *Mr Nutz*, *Zombies* or *Super Putty*. Tel: (0271) 812291.
● I will swap either *Bart's Nightmare* or *Mortal Kombat* for *Asterix* or *Final Fight 2*. I need the booklet. Tel: (0305) 267377.
● *Super Probotector*, *Super Soccer*, *Bart's Nightmare*. Will swap for *Prince Of Persia*, *Tiny Toons*, *Zombies*, *Parodius*, *The Lost Vikings* or offers (must be UK). Tel: (0633) 855275.
● SNES Pro Action Replay Mark 2, will swap for universal adaptor plus one game, or cash. Action Replay is one month old. Tel: (0474) 361941.
● Swap any of *Super Soccer*, *Super Tennis*, *Bart's Nightmare*, *NHLPA Hockey*, *Krusty's Fun House*, *Starwing* (UK) for *Mario Kart*, *Super NBA Basketball*, *Alien³*, *Bomberman*, *Aleste*, *Zombies* or *Total Carnage*. Tel: (061) 440 7978.
● I have *SFII*, *PGA Golf*, *F-Zero*, *Bubsy* and *Nigel Mansell GP*. I will swap any of them for *Sensible Soccer* or *Virtual Soccer*. Tel: (0563) 850093.
● Swap my *Mario All Stars* (UK, no box), *Ranma 1/2* (JAP) for any good SNES games, except sport games. JAP/US convertor £5. Tel: (0223) 357834.
● I will swap my *Mortal Kombat* for Super NES for your *Aladdin*, *Addams Family 2*, *Mickey Mouse*, *Mr Nutz* and any other good games. Tel: (0308) 424295.
● Swap SNES Mega Drive and Atari Lynx games. Tel: James (0924) 848007.
● Swap my *Pilot Wings* (UK) for your *Sim City* (UK), or my *Secret Of Mana* (US) for your *Final Fantasy II* (US). Tel: (0602) 892337, 5pm-6.30pm.
● Swap my *Starwing* for your *Zombies*. Swap my *Zelda III* for your *Super Mario Kart*. Must be boxed with instructions. North West area only. Tel: (051) 426 3686.
● *Zombies* (UK) to swap for *Secret Of Mana*, or *Mystic Quest* for *Exhaust Heat 2*, or *Tetris + Bombliss* for any decent RPGs. Tel: Ming (0604) 411224.
● Swap my *Zelda III* for your *UN Squadron* (UK), *Cybernator* (UK) or any other good games. Must be collected. Tel: Chris (0602) 224012.
● Will swap *Addams Family 2* (boxed with instructions) for UK versions of *Zombies*, *Parodius* or *Batman Returns*. Must have instructions. Tel: (0280) 822497.
● Swap my SNES *Jurassic Park* for *Super Bomberman* (UK), *NBA Jam* (UK) or *NHLPA '93*. Tel: Paul (0283) 41968.
● Swap *Sunset Riders* for *Pop'n Twinbee*, *Plok!*, *Turtles In Time*. All games considered (not *Rival Turf*). Must be UK. Tel: Kevin (0483) 729163.
● SCART Super Famicom and 13 games including: *Mario Collection*, *Secret Of Mana*, *SFII Turbo*. Swap for a decent NTSC compatible laserdisc player, or sell for £475. Must collect. Tel: Scott (021) 356 8841.
● If you have *Shadowrun*, *Zombies*, *Top Gear*, *Jimmy Connors Tennis*, *SFII Turbo* or any other good game, I will swap for my *Super Tennis*, *Turtles Tournament Fighters*, *Starwing* or *Sim City*. Tel: (081) 208 0073.
● Swap my *Probotector*, *Zelda* or *SMB4* (all UK), for *John Madden '93*, *NHLPA '93* or most good sports games (UK). Tel: Ross (0383) 734966.
● I will swap my *Starwing* or *Super Soccer* for *Sim City*, *Mario Kart* or *Mario All Stars*. Tel: Luke (0554) 820448.

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"GAME OF THE DECADE" – page 50

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Next month's issue will feature three exclusive *Akira* trading cards on the cover. Manga Video are launching a wide range of such cards, all depicting scenes from *Akira* in stunningly high quality, and lucky *Super Play* fans will pick up three of them totally free.

Remember, our set of cards will NOT be available anywhere else, so make sure you get hold of a copy of the mag next month.

TIPPED INTO TINY BITS

Yes, yes. We're well aware that the *Clayfighter* guide we forecast last month doesn't actually appear in this issue as such. That's because more people wanted a *Mega Man X* guide, and we *always* listen to our readers. Also, we wanted to make sure we featured every single one of the *Clayfighter* range of special moves. And boy, there are quite a few.

So, with just a tiny tremor of uncertainty, we can state that *Clayfighter* will appear in its tipped form next month. OK?

REVIEWS

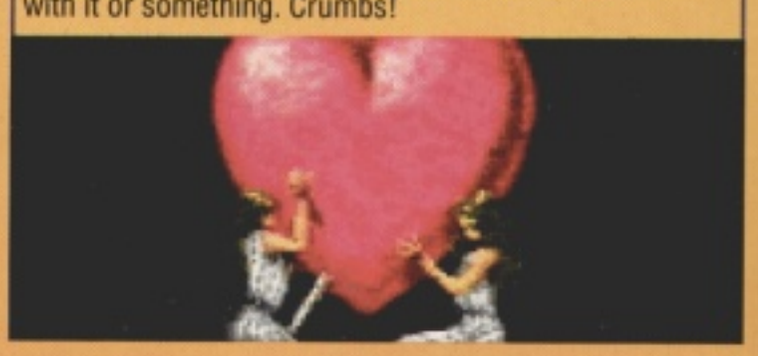
Here's a little game: spot which of the following carts will actually be finished when the software folk responsible say they will – thus making them eligible for review in next month's *Super Play*.

● **HAMMERIN' HARRY** He's got a scooter which, as those who have read our news section will know, is very trendy. And he's got a large mallet. Which isn't quite so trendy. But does he care? No, he just continues along his chosen path, hitting things hard with that mallet.

● **EMPIRE SOCCER** We couldn't review this in our footy special on page 26 because it was still being checked by Nintendo. But they'll have finished checking it now, and we should be squawking about it in a righteous fashion next month.

● **THE FLINTSTONES** The one thing we promise *not* to do is mention that daft saying of Fred Flintstone. You know, the one that everyone associates with him, and that he says both at the start and finish of the programme, and that starts with a Y and ends with an O.

● **WIZARDRY V** *Might And Magic 2* had better watch out, because *Wizardry V* is on the warpath. And we'll all be cringing behind a rock as Zy straps on his Mithril chain-mail armour and bravely strides off to do battle with it or something. Crumbs!



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THE SUPER QUIZ ANSWERS

You'll find the questions for the Super Quiz on page 24. Don't phone, it's just for fun!

EASY
1) James. How embarrassing.
2) Super Nintendo Entertainment System. Of course.
3) Family Computer. Hence Nintendo's anti-blood stance, d'you see?

MEDIUM
1) No, but perhaps he should of done.
2) Mai Shiranui.
3) 25. But US ones do less or something.

HARD
1) Phase Alternate Line.
2) An Abrams M1A1 MBT.
3) Kid Ying, Dr Yang, The Robot or Mech Goemon, it would seem.

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